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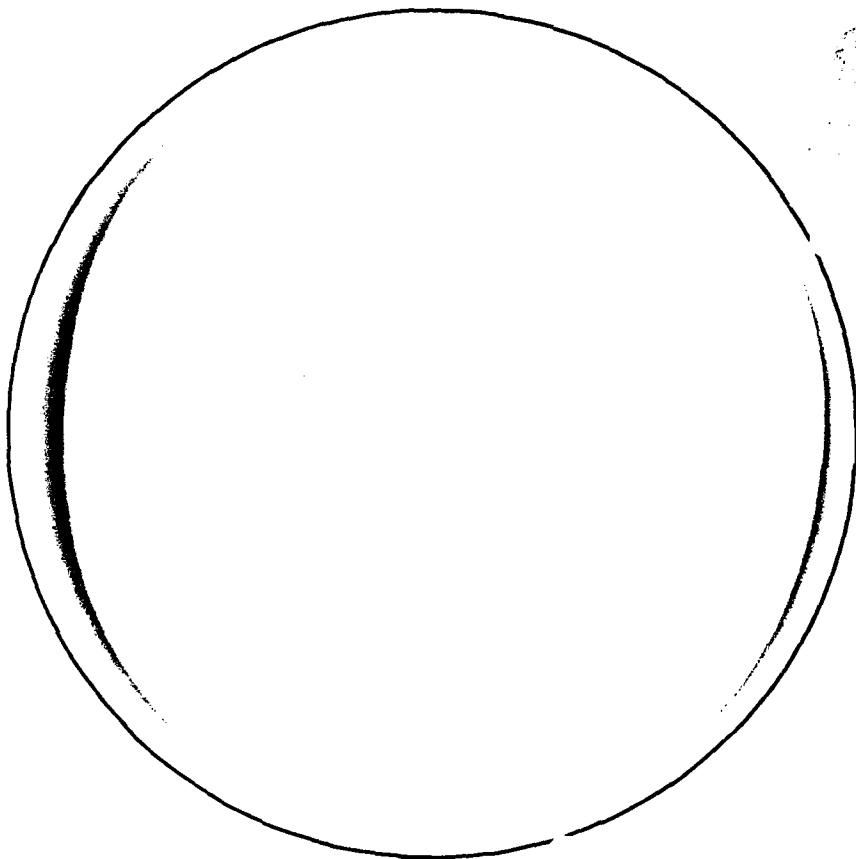
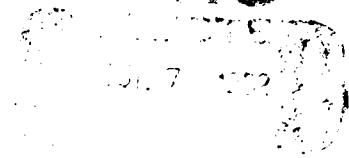
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**SHELL:  
A SIMULATOR FOR THE  
SOFTWARE TEST VEHICLE OF THE  
INFOPLEX DATABASE COMPUTER**

Technical Report #8

By  
Tak To

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Prepared for:  
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Before realizing INFPLEX in hardware, it is essential to validate all the design details via a software test vehicle (STV). A simulator (SHELL) is built to provide the necessary facilities for the operating of this software test vehicle. It has two parts: an event simulator which simulates the operation of the afore mentioned hardware configuration; and an operating system emulator which provides the the environment for testing the multi-threading, parallel processing application programs. SHELL is meant to be used as the Control Structure portion of the STV project, which includes two additional parts, the Functional Hierarchy STV and the Storage Hierarchy STV.

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**SHELL:  
A SIMULATOR FOR THE  
SOFTWARE TEST VEHICLE OF THE  
INFOPLEX DATABASE COMPUTER**

by

Tak To

**Submitted to the Department of Electrical Engineering and  
Computer Science, on May 22, 1981  
in partial fulfillment of the requirements  
for the degree of the Bachelor of Science**

**ABSTRACT**

The INFOPLEX database computer is a special computer designed for large scale information management. The information management functions are decomposed into a functional hierarchy implemented by a hierarchy of micro-processors. Decentralized control mechanisms are used to coordinate the activities of individual modules in the hierarchy.

Before realizing INFOPLEX in hardware, it is essential to validate all the design details via a software test vehicle. A simulator (SHELL) is built to provide the necessary facilities for the operating of this software test vehicle. It has two parts: an event simulator which simulates the operation of the afore mentioned hardware configuration; and an operating system emulator which provides the environment for testing the multi-threading, parallel processing application programs.

SHELL facilitates the following goals: 1) the validation of the logic and algorithm of the application programs; 2) the validation of the multi-threaded, distributed control design of the functional hierarchy; 3) the investigation of detailed hardware designs (e.g., buffer sizes); and 4) the collection of performance data as a basis for further design considerations.

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## 1.0 INTRODUCTION

### 1.1. INFOPLEX

The INFOPLEX database computer is a special purpose computer designed for large-scale information management. [Madnick] The specific objective of INFOPLEX includes providing substantial information management improvement over conventional architecture (e.g., up to 1000-fold increases in throughput) supporting very large complex databases (e.g., over 100 billion bytes of structured data), and providing extremely high reliability.

To achieve these goals, the architecture of INFOPLEX is built around the concept of hierarchical decomposition. The functions of information management are decomposed into a functional hierarchy. Each sub-function with a level of the hierarchy is implemented by means of a complex of processors. Highly parallel operations at each level and among levels boost the performance as well as the reliability. [Hsu 1]

A large capacity, cost-effective memory with rapid access time is realized using an 'intelligent' storage hierarchy. With a high degree of parallelism in operation, the storage hierarchy is able to support the storage requirements of the INFOPLEX functional hierarchy. The control of the storage hierarchy is distributed and micro-processors are used to implement

these control mechanisms.

### 1.2. Scope of the Current Project

Before realizing INFOPLEX in hardware, it is essential to validate all the design details via a software test vehicle. The current project is to design and implement a set of programs so as to provide the necessary facilities for the operation of this software test vehicle.

SHELL is a set of PL/1 programs on an IBM 370 VM/CMS system. It can be divided logically into two parts. The first is a special purpose event simulator which simulates the parallel operating environment in which a number of machines -- processors, gateway controllers etc. -- execute independently and compete for resources. Of specific interest is the communication mechanism among the processors. The interaction among the different machines along the data path is detailedly tracked.

The simulator can realistically reflect the actual operation of the hardware environment, hence the hardware design can be tested before it is actually built. In addition, performance data are gathered to serve as a basis for further detailed specifications (e.g., sizes of various buffers). Even though the main purpose is to test the functional hierarchy, some of the results can be applied to that of the storage hierarchy as well.

The second part of SHELL is an operating system emulator. It provides the parallel operating environment of a multi-processor, multi-process operating system, as well as the facilities of inter-process communication and inter-process synchronization. Application programs written in PL/1 can run directly under this emulated operating system.

Thus, the algorithms in the program modules of the functional hierarchy can be fully tested. In addition, since the simulator provides a realistic reflection of the actual execution speed, the relative efficiencies of the different algorithms and the different approaches of functional decomposition can be measured.

### 1.3. Structure of this paper

Following this introduction, Chapter 2 outlines the hardware configuration of INFOPLEX and Chapter 3 describes how it is simulated by the simulator. Chapter 4 describes the functions of the local operating system in INFOPLEX, and Chapter 5 describes how they are emulated by the emulator. Chapter 6 describes the program organization of SHELL, its execution logic, and the data structures it uses. Chapter 7 presents the user-interface aspects of SHELL as a user's guide. A test program and a sample simulation session are included as examples. Chapter 8 is the conclusion.

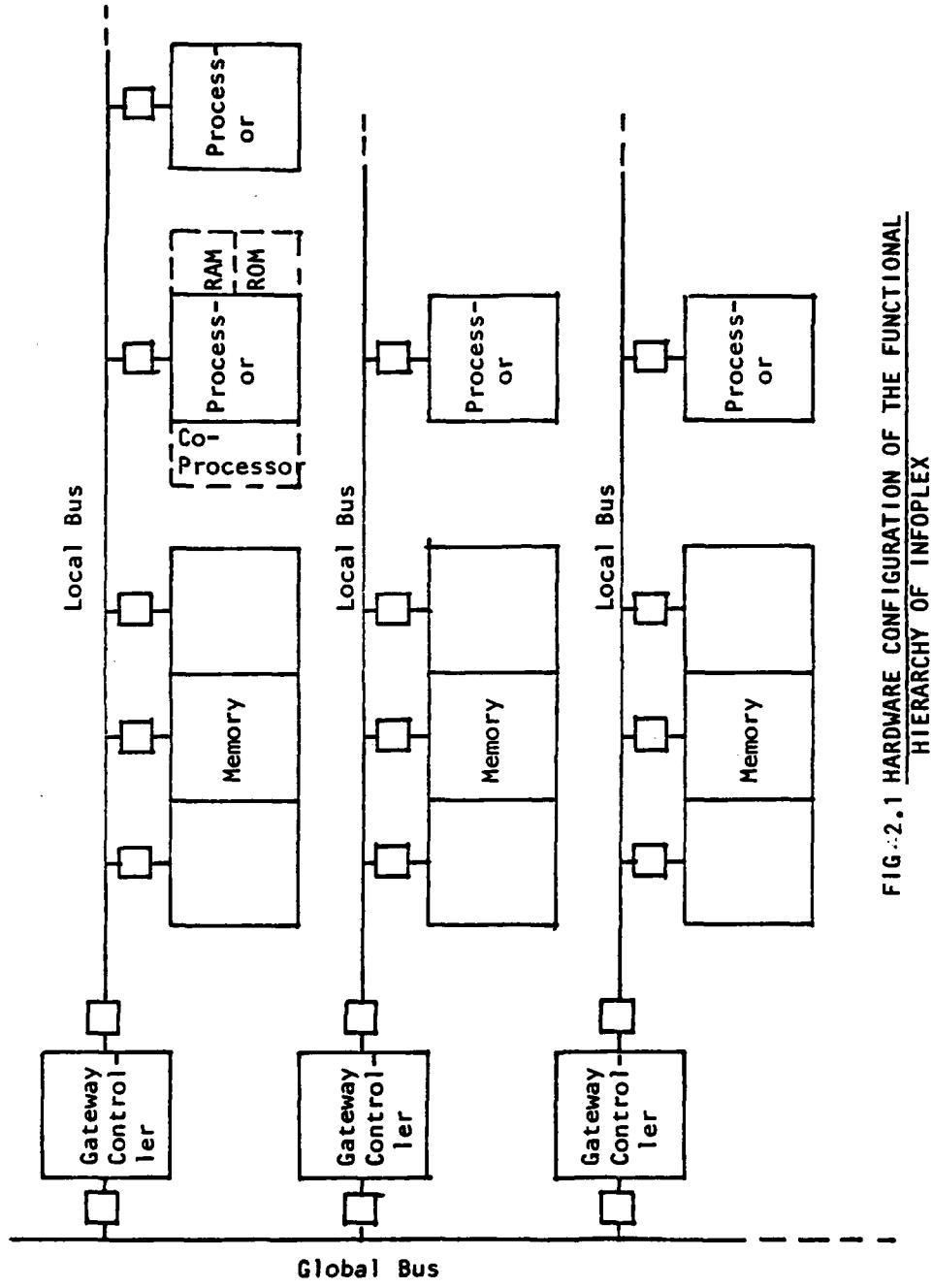
## 2.0 THE HARDWARE ENVIRONMENT OF INFOPLEX

### 2.1. Overview

The hardware environment of the INFOPLEX datacomputer is shown in Figure 2.1. [Hsu 2] It is composed of multiple processors and memory modules. Processors and memory modules are grouped into clusters, each cluster corresponding to a level in either the storage hierarchy or the functional hierarchy. At each level, there is a common pended bus that joins all the hardware. For communication among levels, there is a global bus that connects to the local bus of each level via a gateway controller.

At each level, a number of processors sharing a large memory module operate a multi-processor operating system. (The local operating system of that level.) Each processor may have additional private RAMs, ROMs, or co-processors. The processors are homogeneous -- each processor executes the same operating system code to dispatch itself and there is no overall master supervisor processor.

Each data path connecting to the local pended bus (including that of the gateway controller) is buffered by a latch/buffer so that each device can access the bus asynchronously. It eliminates the necessity of special software buffering while waiting for a resource -- the shared memory or the gateway controller. The connection



**FIG 2.1** HARDWARE CONFIGURATION OF THE FUNCTIONAL HIERARCHY OF INFOPLEX

between the global bus and the gateway controllers is similar in nature.

There is no shared memory between levels. Data are sent from the processor of one level, through the local gateway controller, the global bus, and the foreign gateway controller to the memory module of the destination level.

The data transfer from the processor to the gateway controller is memory-mapped. When a processor wants to transfer data to another level, it sends the data to a virtual address which will be recognized by the local gateway controller. (The destination level will either be coded in the address, or be a prefix in the data stream.) The gateway controller, serving as an entrepot between the local bus and the global bus, will send the data to the global bus.

The global bus is interleaved: data streams with different sources and destinations can share the global bus at the same time.

The gateway controller at the destination level will pick up the data stream from the global bus and deposit it (without the intervention of a processor) into the local shared memory module.

Because software buffering is not necessary along the path between the sending processor and the destination memory, the data transfer between two levels is

immediate in nature. To maintain a high throughput rate of interlevel data transfer, a special protocol is set up between a gateway controller and the local operating system.

## 2.2. GC-LOS Protocol

Two types of data transfer are recognized in this protocol: 'data blocks' and 'service requests.' Data blocks (or type 'D') are fixed sized, while service requests (or type 'S') are variable length data streams.

The local operating system maintains the following: a Data Request Queue (DRQ), a Service Request Queue (SRQ), and a Data Block Buffer (DBB).

The SRQ is a software FIFO buffer (ring buffer) residing in the shared memory, with the port pointers SRQ\_IN and SRQ\_OUT residing in the gateway controller (as special registers, for example). The processors of the local operating system can access the pointers directly. SRQ\_IN points to the next available location in the SRQ for storing incoming S-type data, and SRQ\_OUT points to the first location of the next type S-type data stream for the operating system to process.

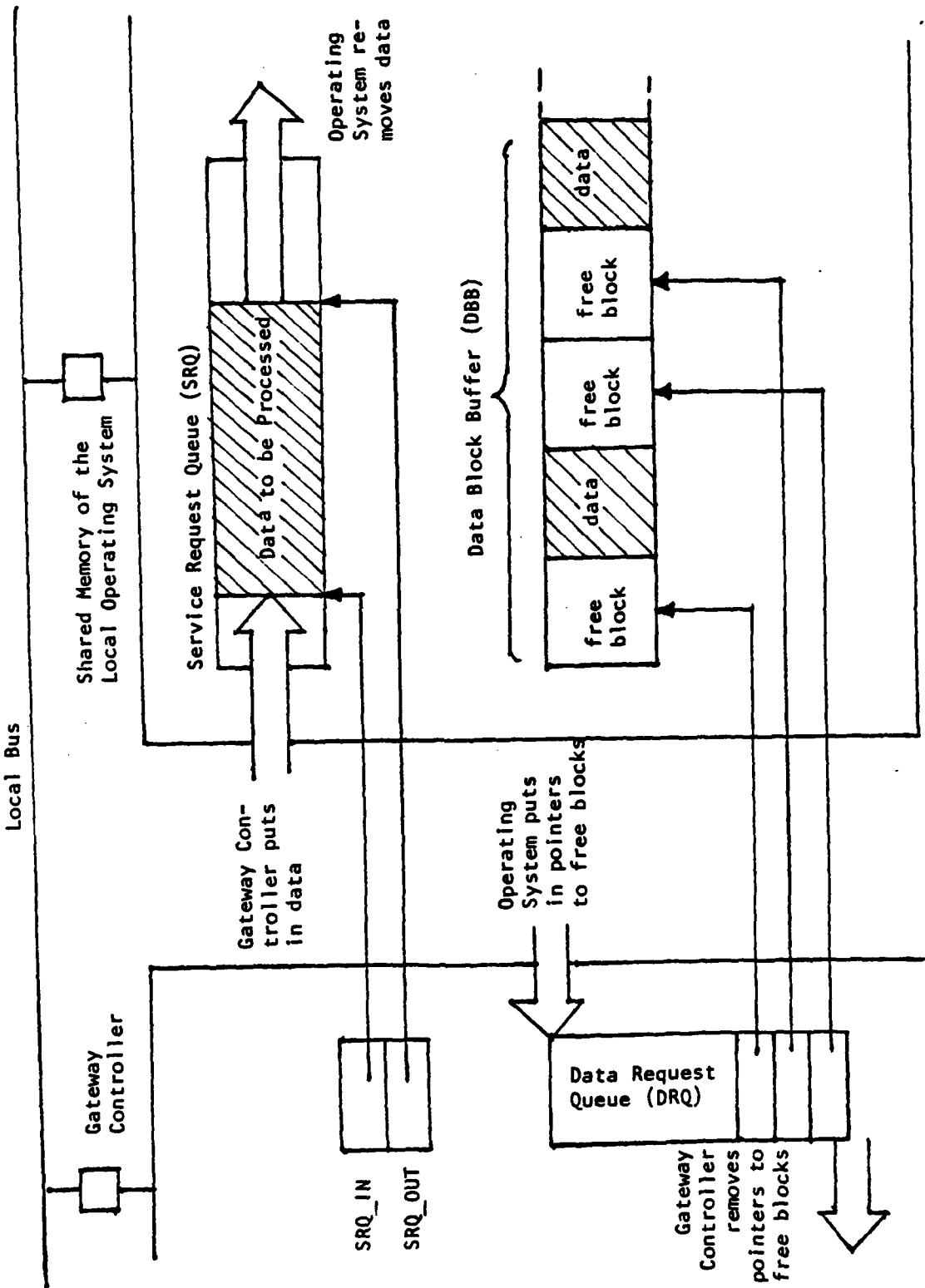
SRQ\_OUT chases SRQ\_IN as S-type data are put in and processed. The local operating system is responsible for processing the data (or at least removing it from the SRQ) fast enough, and for maintaining a reasonable size of empty space in the SRQ.

The DRQ is a FIFO buffer (either software or hardware) residing in the gateway controller. The DRQ contains pointers to the free blocks in the DBB into where the gateway controller can put incoming data blocks (type 'D'). When a D-type data block arrives, the gateway controller obtains a pointer from the DRQ and put the data block into the free block in DBB pointed to by the pointer. The local operating system is responsible for maintaining a reasonable number of free blocks in the DBB and also for putting the pointers into the DRQ.

The DBB need not be contiguous. In fact, the DBB need not be in a fixed location. The local operating system does not have to process the incoming blocks as long as it can allocate enough free block and fill the DRQ with enough pointers.

The protocol is illustrated in Figure 2.2.

FIG 2.2 PROTOCOL BETWEEN GATEWAY CONTROLLER & THE LOCAL OPERATING SYSTEM



### 3.0 THE SIMULATOR

#### 3.1. The Structure of the Simulator

The simulator consists of an event scheduler and a set of simulation procedures, each simulates the operation of a specific type of machine (processor, gateway controller, etc).

In the hardware environment of INFOPLEX, more than one machine (processor or gateway controller) can be active at the same time. This concurrency is simulated by dividing the operation of each machine into time slices, and by having the simulator executing the time slices of each machine in an interleaving manner.

##### 3.1.1. Synchronous and Asynchronous Activity Handlers

Because in reality, a processor running a user program can be interrupted to handle an incoming message or serve other operating system functions, user programs and operating system functions can run 'simultaneously' within the same processor. Thus, for convenience and clarity, each processor is divided logically into two parts: an Asynchronous Activity Handler (AAH) and a Synchronous Activity Handler (SAH). Events which can happen and must be handled asynchronously with the scheduling cycle (of the operating system), such as the arrival of a message from another level, are handled by the AAH. (In essence, the AAH is like an interrupt

handler.) Scheduling and running user programs, and other events which could be conveniently processed at scheduling cycle breaks, are handled by the SAH. These two parts are treated by the simulator as if they were two separate and independent machines.

This separation bases on the assumption that the time consumed by handling asynchronous events is much smaller than that consumed by synchronous events, so that the work of the AAH would not slow down the SAH. The performance data gathered during simulation (see Chapter 7) will be used to verify this assumption.

### 3.1.2. Events

In many cases, during a time slice, a machine may stay idle indefinitely waiting for some events to happen. For example, a gateway controller idles until either an incoming or outgoing message arrives. It would be wasteful to simulate this kind of indefinite loop. Moreover, the simulator has to stop the simulation of the waiting machine at some point so that it can run the time slice of another machine to materialize the expected event. Therefore, time slices are scheduled only when a machine has something meaningful to do.

To formalize this concept, we say that time slices are triggered by events. An event is a condition which causes a machine to do something, and will usually cause other events to occur. The machine is known as the ser-

ver or the handler of the event.

### 3.1.3. Event and Server Queues

To keep track of all the events in a system, the simulator maintains a set of event queues. Events in a queue are ordered by the time they occurred. An event can appear in only one queue and the grouping of events into queues is such that two events are put in the same queue if and only if they can be handled by the same set of machines (servers).

The simulator also maintains a set of server queues, which keep track of when each machine will be available to handle an event. (It is assumed that a machine can handle only one event at a time.) A machine can appear in only one server queue and the grouping of machines into queues is such that two machines are in the same queue if and only if they handle the same set (i.e., type) of events.

In the current configuration of the simulator, there are three event queue - server queue pairs for each level.

In the first server queue, the gateway controller is the sole server. The corresponding event queue contains the events which are the arrivals of messages to the gateway controller, from either the global bus or the processors of the local operating system at that level.

In the second queue pair, the server queue contains the AAH's of the level. The event queue contains the events which are the arrival of messages at the local operating system. (The messages are already in the DBB or the SRQ, being put there by the gateway controller.)

In the third queue pair, the server queue contains the SAH's of the level. The event queue contains several types of events: LOGMSG, SYNC, WAIT, FINISH and INIT. An event of type LOGMSG is the arrival of a logical message at the mail box of one of the virtual processes. A logical message is a logical unit of data transfer between two virtual processes, and can be queued by either the SAH or the AAH. Events of type SYNC, WAIT and FINISH are issued by virtual processes to control the scheduling process. Events of type INIT are queued by the simulator at the beginning of simulation for initializing the local operating system. (Chapter 5 will deal with the operation of a local operating system in detail.)

In addition to the queues mentioned above, the simulator also maintains an event queue for the arrival of messages at the global bus. The global bus simulator is the sole server in the corresponding server queue.

### 3.2. Operation of the Simulator

The simulator runs by simulation cycles. At the beginning of each cycle, the start time of the event at the head of each event queue is calculated.

The start time of an event is the earliest time at which a machine is available to handle the event. This may be later than when the event occurs because there may not be any free machines then. The simulator selects the earliest serviceable event and 'dispatches' the server machine by executing the procedure which simulates the machine. The event is removed from the queue and is passed to the simulation procedure as an argument.

The simulation procedure will most probably cause more events to occur. Simulation will stop when there are no events in all the queues.

For each machine, the simulator keeps track of how far into simulation time (STIME) scale the machine has run in an STIME clock. The simulation procedure for the machine is responsible for updating the STIME clock to reflect the operating speed of that machine.

When the simulation procedure returns, it will be requeued into the server queue with its updated STIME clock. The simulator will then go into another cycle.

### 3.3. SEND

SEND is the procedure which simulates the action of a processor in transferring data to the gateway controller. Further description of SEND is found in Chapter 5.

When a virtual process wants to send a message to another level, it calls the procedure SEND. SEND queues the message as an event of type MSGOUT in the event queue of the local gateway controller and stamps it with the current STIME clock of the processor plus a delay parameter. The STIME clock of the processor is then incremented by an amount which is a function of the length of the message and an overall throughput parameter.

Note that this simulation algorithm corresponds to three different scenarios of how the message is sent in reality. In the first one, when the user program wants to send a message, the processor immediately gains access to the local gateway controller and performs the data transfer. In the second one, the message from the virtual process is queued by the operating system in the memory while it keeps trying to get access to the gateway controller. Within a reasonable delay, the operating system gains control of the gateway controller and transfer the message. In the third scenario, the message is queued in a specific place in the memory from where it will be picked up by the gateway controller at

a later time without the intervention of a processor. By varying the delay parameter, the effect of all of the three alternative configuartions can be satisfactorily simulated.

#### 3.4. GCER: Outgoing Messages

GCER is the procedure which simulates the action of a gateway controller. For an outgoing message, GCER queues it in the event queue of the global bus and stamps it with its current STIME clock of the gateway controller plus a delay parameter. The STIME clock of the gateway controller is then incremented by an amount which is a function of the length of the message and an overall through put rate parameter.

Note that since GCER handles only one message (either outgoing or incoming) at a time, the start time of an event handled by GCER can be considerably later than the sending time of the message. It is assumed that this delay in the start time is small enough so that it would not affect the sending machine. To verify this assumption, GCER keeps track of the average delay in start time for both incoming and outgoing messages.

#### 3.5. GBER

GBER is the simulation procedure for the global bus. GBER queues incoming messages to the event queues of their respective destination gateway controllers and

stamps them with their arrival time plus a delay parameter. Since the global bus can handle interleaved messages, the service delay is assumed to be always zero and the STIME clock of the global bus is set to the arrival time of each message.

It is assumed that the overall effect of the global bus between the sending and receiving gateway controllers is a simple delay with a reasonable standard deviation. This assumption is valid if the time distribution of the messages is sparse enough and that the nature of the pended bus will even out the through put rate of messages at different load conditions of the global bus. To verify this assumption, GBER keeps track of the arrival time and duration of each message.

### 3.6. GCER: Incoming Messages

GCER handles an incoming message in a way similar to that of handling an outgoing one. It queues the message in the event queue of the local AAH's, and time stamps it with the current STIME clock plus an amount which is a function of the length of the message and an overall through put rate parameter. The STIME clock is incremented by the same amount.

Note that it is assumed that the gateway controller can handle interleaved incoming messages.

### 3.7. AAHER

AAHER is the procedure which simulates the action of an AAH. AAHER removes messages from the SRQ or the DBB and reassembles them if necessary to form logical messages. It checks to see if the logical message is addressed to the operating system itself: if it is, AAHER will process it immediately. Otherwise it will be queued in the event queue of the local SAH's with type equal to LOGMSG and STIME equal to the STIME clock of the AAH. The LOGMSG event will be handled by the SAHER.

### 3.8. SAHER

SAHER is the procedure which simulates the action of a SAH. A full description of its operation is given in Chapter 5.

In short, each activation of SAHER resembles a scheduling cycle (of the operating system): logical messages are distributed to their respective mailboxes, the waiting condition of each process is then evaluated, and if there is any runnable process, one is selected and executed.

### 3.9. Data Transfer

In the simulator, a message is represented by a POINTER to a data structure containing the content of the message. The simulator does not access the data structure directly, and a message transmission is

simulated by passing the pointer from one place to another.

Also, the simulator does not maintain the SRQ's, the DRQ's or the DBB's. Instead, for each level, the simulator keeps track of the size of a virtual SRQ and that of a virtual DBB. When a S-type message arrives to a local operating system, the size of the virtual SRQ will be incremented (by the length of the S-type message); and when a message is processed, the size will be decremented. Thus, the simulator knows how much data is supposed in the SRQ even though there is no copying of data involved. D-type messages are treated similarly, except that the size of a DBB is kept in terms of blocks (not bytes).

## 4.0 THE LOCAL OPERATING SYSTEM

### 4.1. Overview

The local operating system at each level is a multi-processor, multiprocess operating system. Each processor shares the duty of scheduling and handling inter-process communication. There is no one processor which is dedicated to running system programs. Operating system data such as the status of each virtual process reside in the shared memory and can be accessed by all the processors. Each processor schedules its own activities and updates the shared data.

Each virtual process in the local operating system has its own virtual addressing space and is identified by a unique ID number (VPID). A process communicates with another by sending and receiving logical messages. The receiving process can be in the same level (intra-level mail) or at another level (inter-level mail).

A logical message can be broken up into several smaller physical messages to be transmitted in intervals to lighten the load on the global bus or the gateway controller. In this case, the receiving operating system is responsible for reassembling the incoming messages to recover the original logical message).

At present, SHELL does not break up logical messages for transmission.

A process has an array of virtual mail boxes. Each mail box is identified by a mail box number and can hold more than one logical message. The address of a logical message identifies the level, the VPID and a mail box number of the destination process. When a process is expecting a message, it specifies to the operating system to which mail box is the expected message addressed. It is then put into a suspended state until a message arrives at that mail box. It will then be waken up by the operating system.

The format of a message and to which mail box it should be sent is settled entirely between the sender and receiver process. Usually, when a process expects a reply, it will send a mail box number as part of the message, indicating to which mail box the reply should be sent. By convention, box No. 1 is used by the operating system to pass data to a process when it is initially created.

#### 4.2. System Service Requests

Virtual process 0 (zero) is recognized as the operating system itself. A process can request a service from an operating system by sending a message to virtual process 0. The request can be made to the operating system at the local level or that at a foreign level. In either case, the box number will be decoded as the type of service requested. Currently, only one

type of system service is recognized: creating a new process with a user specified top level procedure.

#### 4.3. The Local Operation System as a Network of Co-Routines

The set of virtual processes in essence forms a network of concurrent coroutines (or modules, as in MODULA [Wirth]). There are two general approaches of allocating co-routines to perform the different functions required by INFOPLEX. One is to allow each transaction to have separate co-routine instances, thus forming a set of parallel, non-intervening chains of activations. The advantage of this arrangement is that the co-routines can be made to fit the characteristic of each individual transaction, and pipeling can be more readily realized.

The other approach is to arrange a co-routine instance to handle a data structure, possibly being shared by several transactions. The co-routine in this case will act as the data handler and the arbiter (as in the MONITORs of Hoare [Hoare]). The advantage of this arrangement is that the co-routines can be made to fit the characteristics of each data structure. In this case, starting a new process is analogous to opening a file, and subsequent requests to the co-routine is like accessing a file which is already opened. After the initial set up, records are retained by the co-routine

so that subsequent processing can be more efficient.

The structure of the operating system allows the writer of application programs to experiment with both approaches.

## 5.0 THE LOCAL OPERATING SYSTEM EMULATOR

### 5.1. Overview

The local operating system emulator performs the following functions: 1) scheduling and executing processes, and providing the basic context switching mechanism; 2) inter-process communication; 3) inter-process synchronization; and 4) handling system service requests.

### 5.2. Process Control

#### 5.2.1. Context Switching

In the current implementation, a process is the execution of a PL/I procedure. Different processes running the same code corresponds to different instances of the same PL/I procedure with different arguments. When a process is suspended, everything on the stack -- the AUTOMATIC variables, subroutine call records, the exception handling blocks -- are copied by the local operating system emulator to a storage area, and the stack space is cleared for the activation of the next process. When the process is resumed, the content of the stack at the time of its suspension are restored. The saving and restoring of the stack is completely transparent to the process. (The context switching mechanism will be described in detail in Chapter 6.)

Because STATIC and CONTROLLED variables are not preserved between context switching, the use of these types should be exercised with great caution.

#### 5.2.2. The Virtual Process Status Table

The operating system maintains a Virtual Process Status Table (VPST) to keep track of the execution of each process. Each process is given a status variable, which can take the following values: RUNNING, BLOCKED, RUNNABLE, NASCENT or VOID. RUNNING indicates that a process is currently executing under one of the processors at that level. BLOCKED indicates that the process is suspended and cannot be scheduled because it is still waiting for a message. RUNNABLE indicates that a process is not currently running but can be scheduled in the next cycle. NASCENT is a special form of RUNNABLE and is used when the process has never been run before. (The distinction between NASCENT and RUNNABLE is necessary because starting a new process is handled quite differently from resuming an existing process. See Chapter 6 for details.) VOID indicates that the process has finished and that its slot in the VPST can be recycled.

In addition to the status, the VPST also keeps track for each virtual process: 1) the saved content of the stack; 2) how much time each process has run (VTIME); 3) the waiting box number; and 4) the list of

arrived mail

#### 5.2.3. Scheduling

SAHER is the procedure which schedules and executes the virtual processes. A scheduling cycle is initiated whenever SAHER is dispatched to handle an event. When SAHER finished handling that event, it checks the list of incoming mail for each process to see if there is any mail going to the waiting box. If the waiting box has mail, the status of the process will be reset to RUNNABLE.

After checking the mail, SAHER will select from the set of RUNNABLE or NASCENT processes one process to run. In the current implementation, the scheduling algorithm is to choose the one with the least VTIME.

#### 5.2.4. Process Termination

When a process has finished its task and wants to terminate, it calls the procedure FINISH and then does a RETURN to the calling procedure. FINISH queues an event which is of type FINISH and has the current STIME. The purpose of this event is to synchronize modification to the VPST (see below for details). The status of the process will be reset to VOID and its slot will be recycled.

### 5.3. Inter-Process Communication

#### 5.3.1. Outgoing Mail: SEND

A process sends a message by calling the procedure SEND. It should specify as arguments to SEND: the level, VPID and mail box number of the destination process. The message is passed as a pointer to a data structure (whose format is of concern only to receiving process). SEND checks to see if the message is addressed to a foreign level. If it is, SEND will queue it as a MSGOUT event to the event queue of the gateway controller of the level. If the message is addressed to the local level, SEND further checks to see if it is a system service request. If it is, the process is first synchronized (see below for detailed explanation), after which the service request will be processed immediately. If the message is a local mail to another process, it will be queued as an LOGMSG event to the local SAH's.

#### 5.3.2. Incoming Mail

An incoming message to a level is first handled by an AAH, which queues it as LOGMSGs to the event queue of the SAH's. If the message is an operating system request, it is handled immediately by the AAH.

SAHER receives the LOGMSG's and puts them in the respective mail boxes. An error is flagged when a

message is sent to non-existing virtual process.

### 5.3.3. Indefinite Wait

When a process is expecting a message, it calls the procedure WAIT and passes to it as argument the waiting box number. WAIT will queue a WAIT event with the current STIME. (The purpose of the WAIT event is to synchronize the modification to the VPST -- see below for details.) The process is then suspended within the call to WAIT. When the waiting box has mail, WAIT will return.

### 5.4. Inter-Process Synchronization

Because the local operating system emulator executes in only a simulated multi-processor environment, the actual execution order of a series of operations by different processes may differ from the order which would be carried out if the operating system were in the real world. This can produce results that are inconsistent with the real environment.

To avoid this problem, one must make sure that an operation which is to be executed at STIME = T will be carried out only after all other operations which are to be executed before T have been executed. The operation is then termed synchronized.

Not all operations need synchronization, but any access to data structures shared among processes should

be synchronized. Note that inter-level communication is implicitly synchronized.

#### 5.4.1. SYNC

When a process wants to synchronize an operation, it precedes the operation with a call to the procedure SYNC. SYNC queues an event which is of type SYNC and has the current STIME of the SAH. The SYNC event will be handled after all other events with earlier STIMES have been handled, thus ensuring a strict STIME chronological order. In the mean time, the process is suspended but its status is still RUNNING. When the SYNC event arrives, SAHER changes the status to RUNNABLE and the process is eventually rescheduled, at which point SYNC will return to its caller.

It is important that any access to a data structure shared among processes (e.g. a lock or a semaphore) be synchronized. In the operating system emulator, all the modification to the VPST are synchronised. WAIT and FINISH are special cases of SYNC which change the status of the issuing process to BLOCKED and VOID, respectively.

#### 5.5. System Initialization

At the beginning of simulation, an event type of INIT is placed by the simulator in the event queue to the SAH's of the lowest level. This is analogous to a

'power-on' interrupt to the processors. Its purpose is to trigger the procedure which is responsible for initializing the local operating system.

## 6.0 PROGRAM STRUCTURE AND EXECUTION LOGIC OF SHELL

### 6.1. Program Structure of SHELL

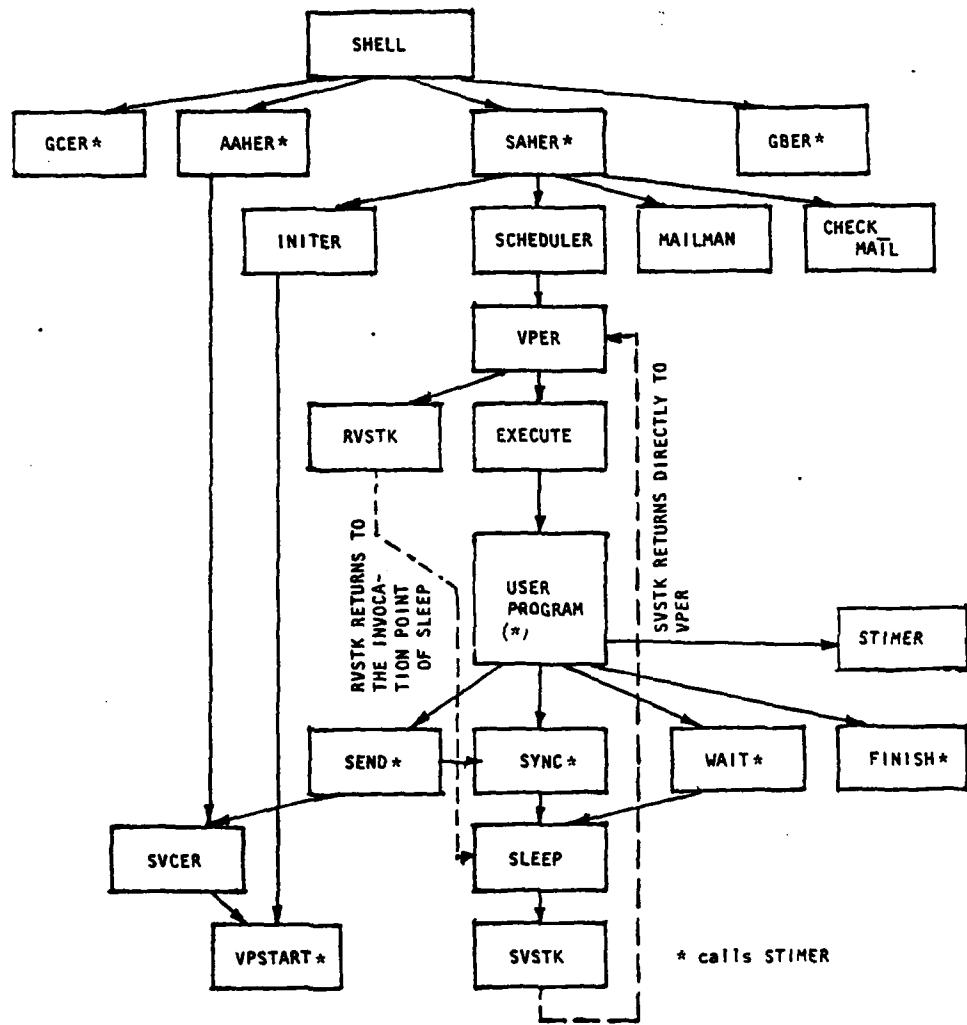
The functional relationship among the major modules of SHELL is depicted in Figure 6.1. SHELL, the event scheduler, dispatches events to one of the four simulation procedures GBER, GCER, AAHER and SAHER. Their functions are described in Chapter 3.

SAHER carries out the majority of the tasks of an operating system. (The other tasks are carried out by AAHER.) It in turn may call its own subroutines. Events of type SYNC, WAIT, and FINISH are handled by SAHER. For events of type LOGMSG, MAILMAN is called to distribute the mail. INITER is called to handle the event type INIT.

After incoming events are handled, SAHER calls CHECK\_MAIL to check if any waiting virtual process has received its expected message. It then calls SCHEDULER to select a virtual process to run.

SCHEDULER in turn calls VPER to handle the virtual process. For a NASCENT process, VPER calls EXECUTE which calls the top level procedure of the process. For an old process, VPER calls RTSTK to restore the stack. RTSTK returns directly into the middle of the invocation of the newly restored process.

FIG. 6.1 FUNCTIONAL RELATIONSHIP OF MAJOR MODULES OF SHELL



The user program may call any of the utility procedures TIMER, SEND, WAIT, SYNC and FINISH. TIMER and FINISH both execute and return immediately. SEND may call SYNC if a system service request is involved, otherwise it should return immediately. SYNC and WAIT both call SLEEP, which in turn calls SVSTK to save the stack. SVSTK returns directly to VPER.

## 6.2. Format of Major Data Structures

### 6.2.1. LOS

SHELL maintains a giant table which contains the status of all the local operating systems. The format of an entry in the table (a LOS) is shown in Figure 6.2.

LOS.LEVEL is the level of the local operating system. LOS.SRQ.SIZE keeps the current amount of data (in bytes) in the SRQ. LOS.SRQ.MAX keeps the record of the maximum size the SRQ has reached, and is a good reference for finding the optimal size of the SRQ. Similarly, LOS.DBB.SIZE and LOS.DBB.MAX keep track of the current size and maximum size (in number of blocks) of the DBB.

LOS.VPS.TABLE is the virtual process status table of the local operating system. The number of slots in it, MAXVP, is a compile time parameter defined in the macro file CONFIG.

THISLOS (set by AAHER, SAHER)

LEVEL		FIXED BIN	
SRQ	SIZE	FIXED BIN	
	MAX	FIXED BIN	
DBB	SIZE	FIXED BIN	
	MAX	FIXED BIN	
VPS.TABLE (MAXVP*)		BDSA	FIXED BIN (31)
		TDSA	FIXED BIN (31)
		SAVESIZE	FIXED BIN (31)
		SAFE	PTR
		PROCNAME	CHAR(7) VAR
		STATUS	CHAR(12) VAR
		MAIL	PTR
WAIT	BOX	FIXED BIN	
	MSG	PTR	
		VPID	FIXED BIN
		LEVEL	FIXED BIN
		VTIME	FIXED BIN (31)

\* a compile time parameter, defined in CONFIG

FIG 6.2 FORMAT OF LOS (Local Operating System)

The external POINTER variable THISLOS points to the current LOS. A user program can access the data of the current LOS via THISLOS.

#### 6.2.2. VP

Each entry in the LOS.VPS.TABLE represents a virtual process, and its format is shown in Figure 6.3.

The fields VP.BDSA, VP.TDSA, VP.SAVESIZE and VP.SAFE are used by the context switching mechanism, and their used will be discussed in Section 6.4.

VP.PROCNAME holds the name of the top level procedure.

VP.STATUS holds the status of the virtual process, which must be one of the following: VOID, NASCENT, RUNNABLE, RUNNING, and BLOCKED. (See Chapter 5 for details.)

VP.MAIL points to a chain of mail boxes, each containing a chain of messages (Figure 6.5.2).

VP.WAIT.BOX holds the number of the waiting box. VP.WAIT.MSG points to the expected message when it arrives. It also holds the initial message passed to it by the system when the process is newly created. (See Chapter 7 for details.)

VP.VPID contains the ID of virtual process. VP.LEVEL holds the level number. VP.VTIME holds the cumulative CPU time of the process (in micro-seconds).

The external POINTER variable THISVP points to the current VP entry. A user program can access the data of current virtual process via THISVP.

THISVP → (set by VPER)

BDSA	FIXED BIN (31)
TDSA	FIXED BIN (31)
SAVESIZE	FIXED BIN (31)
SAFE	PTR
PROCNAME	CHAR(7) VAR
STATUS	CHAR(12) VAR
MAIL	PTR
WAIT	BOX FIXED BIN MSG PTR
VPID	FIXED BIN
LEVEL	FIXED BIN
VTIME	FIXED BIN (31)

FIG 6. 3 FORMAT OF VP (Virtual Process)

### 6.2.3. SVR

The status of each machine (gateway controller, global bus, AAH, or SAH) in the system is kept in a SVR (Server). SVR's are chained together in the server queues kept by SHELL. (See Chapter 3.) The format of a SVR is shown in Figure 6.4.

SVR.NEXT points to the next server in the same server queue. SVR.STIME holds the base simulation time while SVR.RTIME holds the base real CPU time (in microseconds). SVR.STIMEQ holds the cumulative simulation time of the machine. SVR.RRATE is the ratio of the simulation clock speed to that of the real CPU clock (Chapter 7).

When a machine is dispatched to handle an event, SVR.STIME is set to the start time of the event, and SVR.RTIME is set to value of the real CPU clock at that time. Within the same time slice, the simulation time at any time  $t$  is given by:

$$(\text{realtime}(t) - \text{SVR.RTIME}) \times \text{SVR.RRATE} + \text{SVR.STIME}$$

At the end of the time slice, SVR.STIME is updated to show when the machine will be available to handle the next event. Each type of machine has a different update algorithm.

The external POINTER variable THISSVR points to the current SVR. For a user program, this will always points to the SVR of a processor (SAHER).

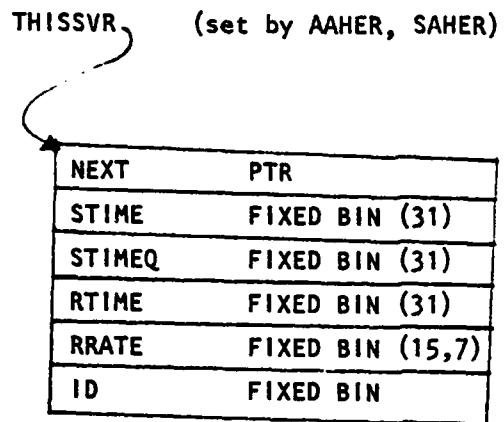


FIG. 6.4 FORMAT OF SVR (Server)

### **6.3. Message Prefixes**

SHELL does not handle the data structure of a message, it only handles the POINTER to that data structure. At the beginning of a message transmission, several different types of data structures (prefixes) are chained to the beginning of the message. These prefixes are later on inspected and stripped off by the procedures in the receiving stages. Typically, a procedure looks only at the foremost prefix and does not care about the format of the data structures that follow.

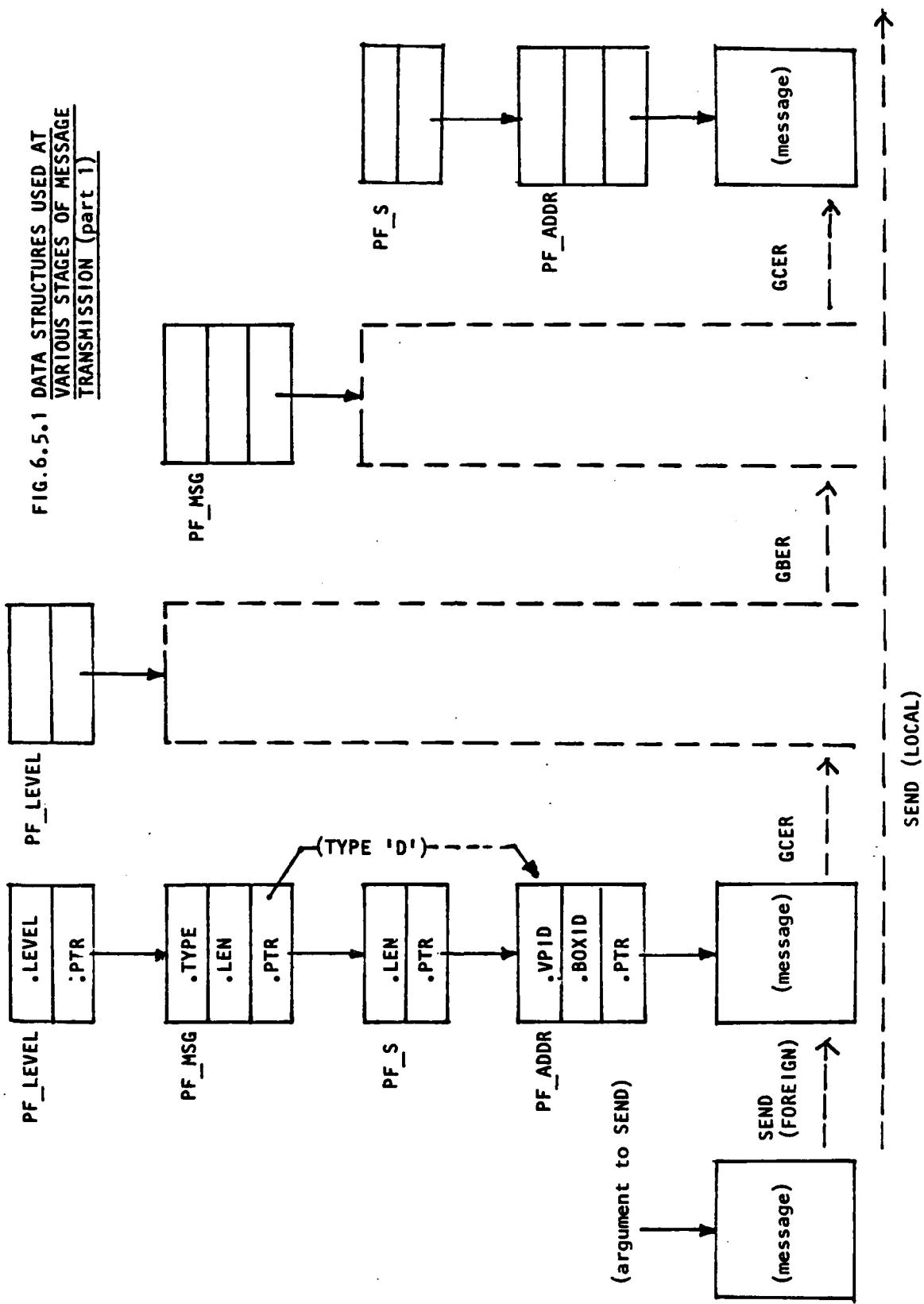
The prefix convention reflects the nature of data transmission in the real world, where descriptor records are usually added to the beginning of a data stream to indicate its format or content.

Figures 6.5.1-2 depicts a pictorial history of a message transmission. The format of the prefixes involved are shown.

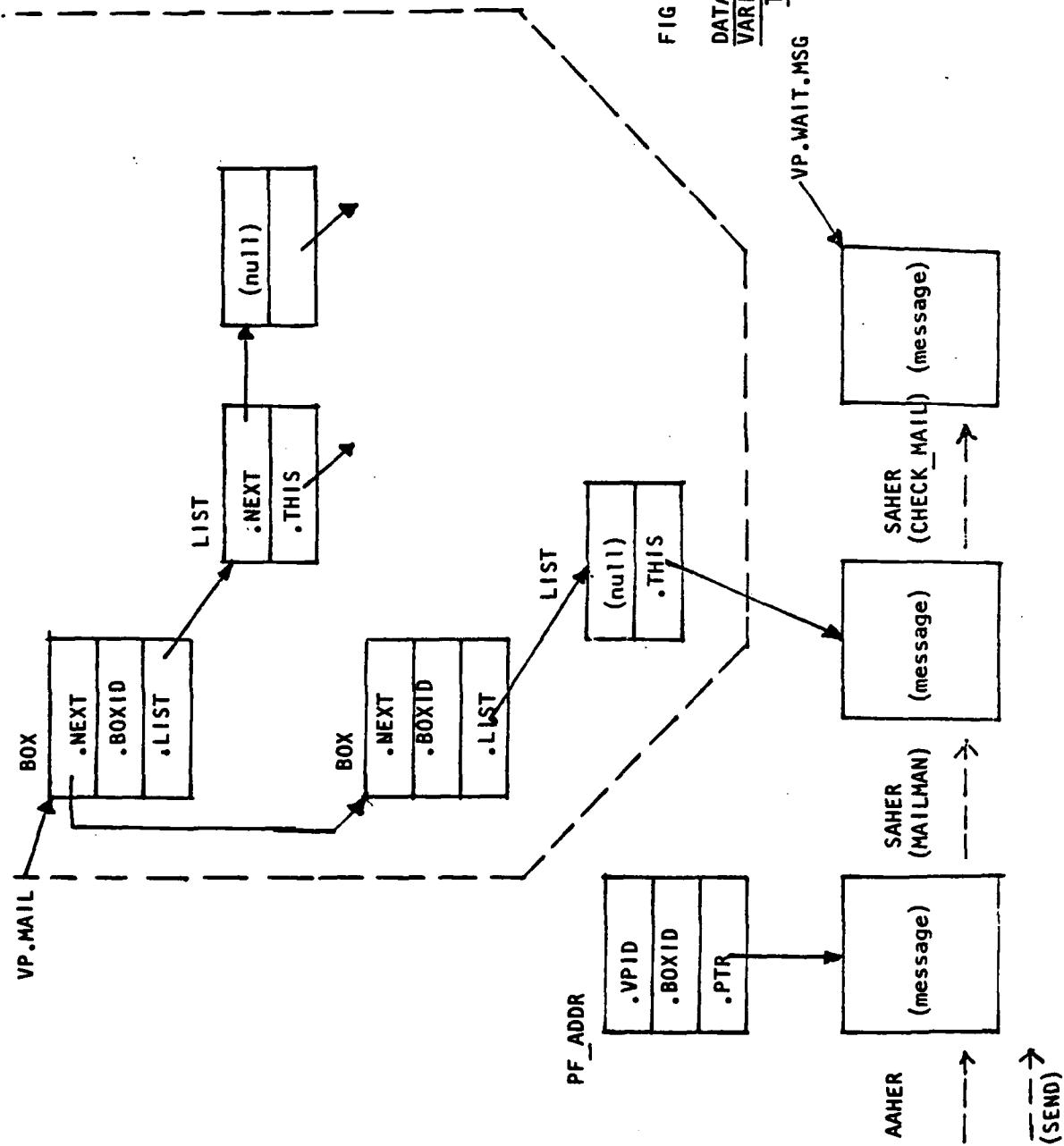
#### **6.3.1. PF\_ADDR**

It contains the destination VPID and box number. It is added on by SEND and stripped off by MAILMAN.

FIG. 6.5.1 DATA STRUCTURES USED AT  
VARIOUS STAGES OF MESSAGE  
TRANSMISSION (part 1)



**FIG 6.5.2** DATA STRUCTURES USED AT VARIOUS STAGES OF MESSAGE TRANSMISSION (part 2)



#### 6.3.2. PF\_S

It contains the length of the message (including that of PF\_ADDR). Only S-type messages have it since D-type messages are fixed in length. It is added on by SEND. AAHER uses it to update the size of the SRQ, after which it is stripped off.

#### 6.3.3. PF\_MSG

It contains the type (either 'S' or 'D') of the message as well as its length (including that of PF\_S and PF\_ADDR). It is added on by SEND and stripped of by GCER.

#### 6.3.4. PF\_LEVEL

It contains the destination level of the message. It is added on by SEND. It is inspected by both GCER and GBER. It is stripped off by GBER.

### 6.4. The Execution Logic of the Context Switching Mechanism

The context switching mechanism works only in the IBM OS PL/I execution environment. (For details of the environment, see [IBM].)

#### 6.4.1. The Stack Space

Every time a PL/I procedure is invoked, it allocates a temporary storage area on the stack. This area is headed by the DSA (Dynamic Storage Area) of the procedure, followed by the AUTOMATIC variables and other

temporary data. The DSA holds the NAB (Next Available Byte), a pointer to the end of the temporary storage area. If the procedure calls another procedure, the DSA will also hold the return address for the called procedure.

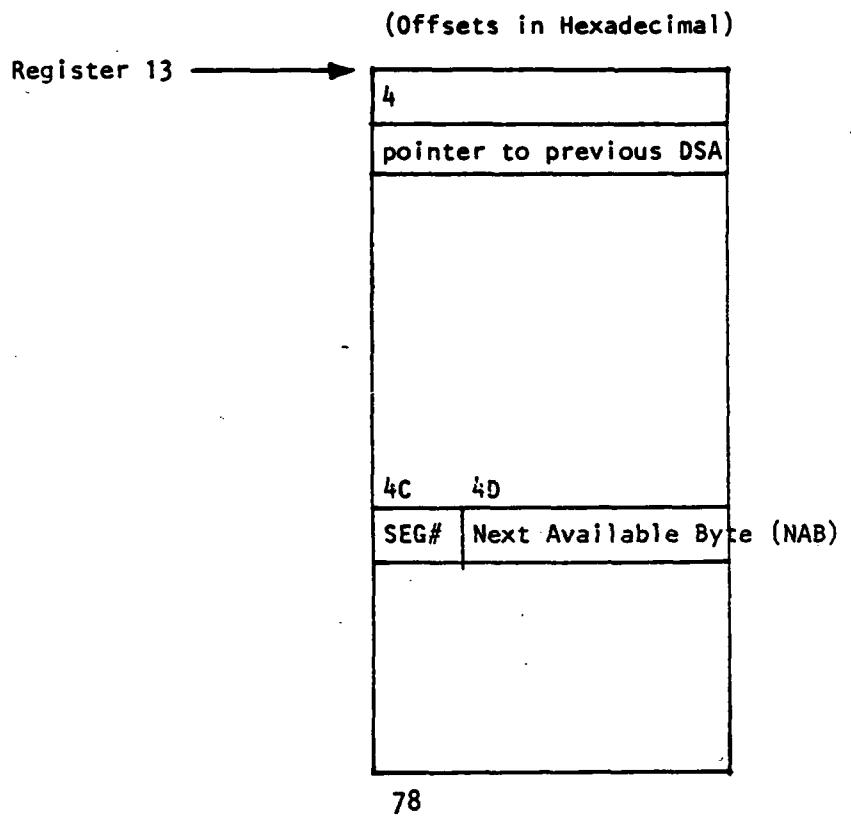
The stack space in the PL/1 execution environment is initially contiguous but may later become segmented. Each segment of the stack space is identified by a segment number which is also contained in the DSA. The context switching mechanism requires a contiguous stack space. Hence, every time before saving or restoring the stack, the segment number is checked to make sure that the stack space is still contiguous.

The end of the stack space is marked by the EOS (End of Segment) slot in the TCA (Task Communicaton Area) of the PL/1 execution environment. EOS changes as BASED or CONTROLLED storages are ALLOCATE'd and FREE'd.

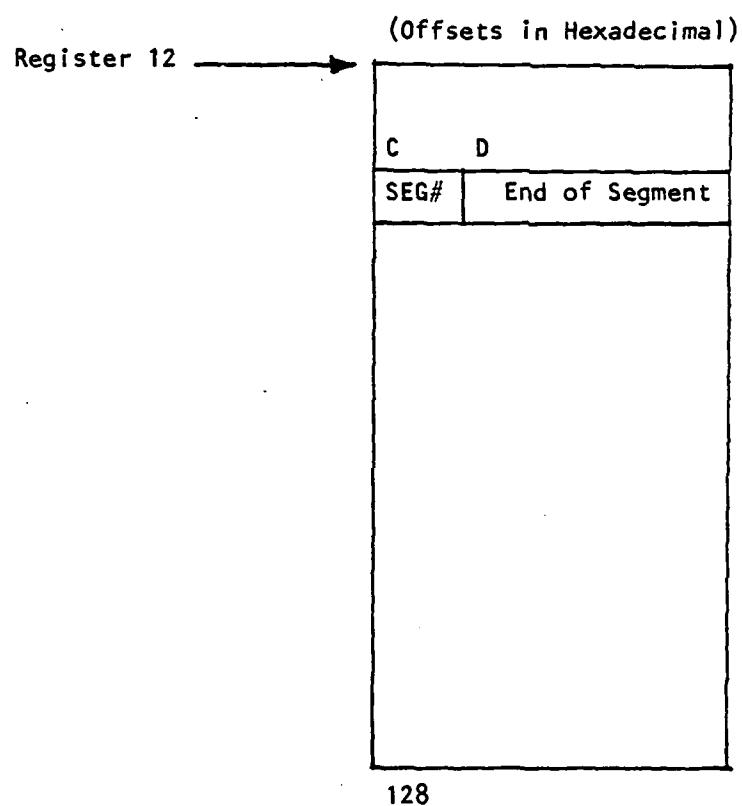
The format of the DSA is shown in Figure 6.6, and the format of the TCA is shown in Figure 6.7. For further information about the internal data format of the PL/1 execution environment, see [IBM].

#### 6.4.1.1. GET4

GET4 is an assembly language subroutine. It obtains the following information: the address of the DSA (of the calling PL/1 procedure), the NAB, the segment number and the EOS.



**FIG. 6.6   FORMAT OF THE DYNAMIC STORAGE AREA (DSA)**  
 (for further details of the format, see [IMB])



**FIG. 6.7 FORMAT OF THE TASK COMMUNICATION AREA (TCA)**  
(for further details of the format, see [IMB ])

#### 6.4.2. Saving a Process

Before invoking a process, VPER first gets (via GET4) the address of its own DSA and puts it in the BDSA (Bottom DSA) field of the current VP. It then calls EXECUTE, which in turn calls the user program.

Control eventually reaches SLEEP. SLEEP gets (via GET4) the address of its own DSA and puts it in the TDSA (Top DSA) field of the current VP. The amount of data to be saved (between the BDSA and the NAB of the TDSA) is calculated and put in the SAVESIZE field of the VP.

SLEEP then allocates a number of save blocks, which are chunks of BASED storage chained together. VP.SAFE points to the first save block.

SLEEP then calls SVSTK. SVSTK copies the content of the stack (from the BDSA to the NAB of the TDSA) to the save blocks. SVSTK returns directly to the BDSA, as if EXECUTE were returning to VPER.

#### 6.4.3. Restoring a Process

Before restoring a process, VPER checks (via GET4) to see if there is enough space left in the stack space for restoration. If not, an error will be signaled.

VPER then calls RTSTK, which copies the data from the save blocks to the stack space. Every datum is put back at the exact same address. Note that the DSA of VPER is 'painted over' by RTSTK, so that the state of

VPER is restored to the state when it called EXECUTE. RTSTK returns to the TDSA, as if SVSTK were returning to SLEEP. Control will eventually return to the user program. The saving and restoring is transparent to the user program; and as far as the user program is concerned, it called a utility procedure (SYNC or WAIT) and it has just returned.

The state of the stack space at various stages is depicted in Figures 6.8.1-4.

FIG. 6.8.1 STATE OF THE STACK DURING CONTEXT SWITCHING (part 1)

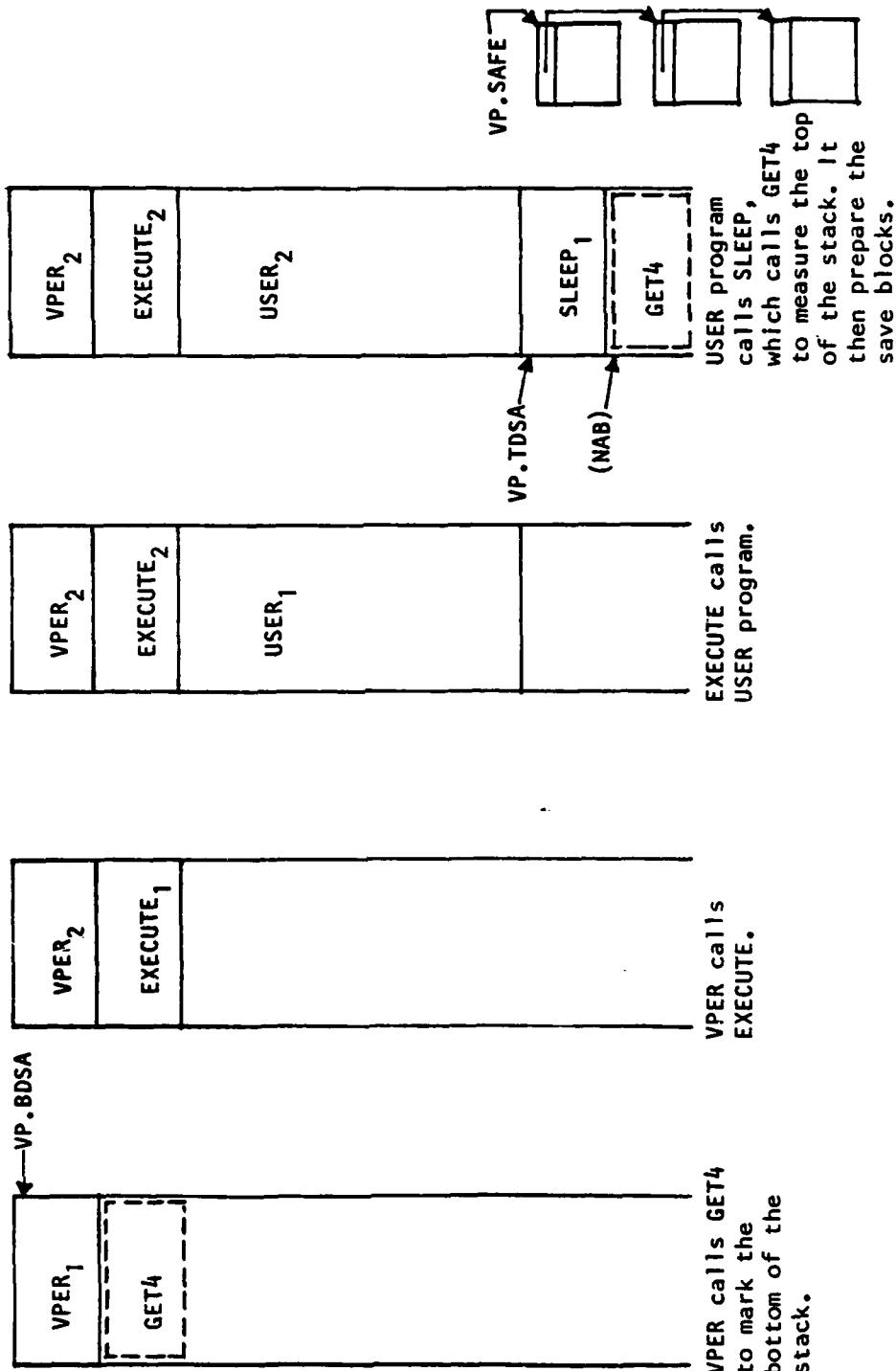


FIG. 6.8.2 STATE OF THE STACK DURING CONTEXT SWITCHING (part 2)

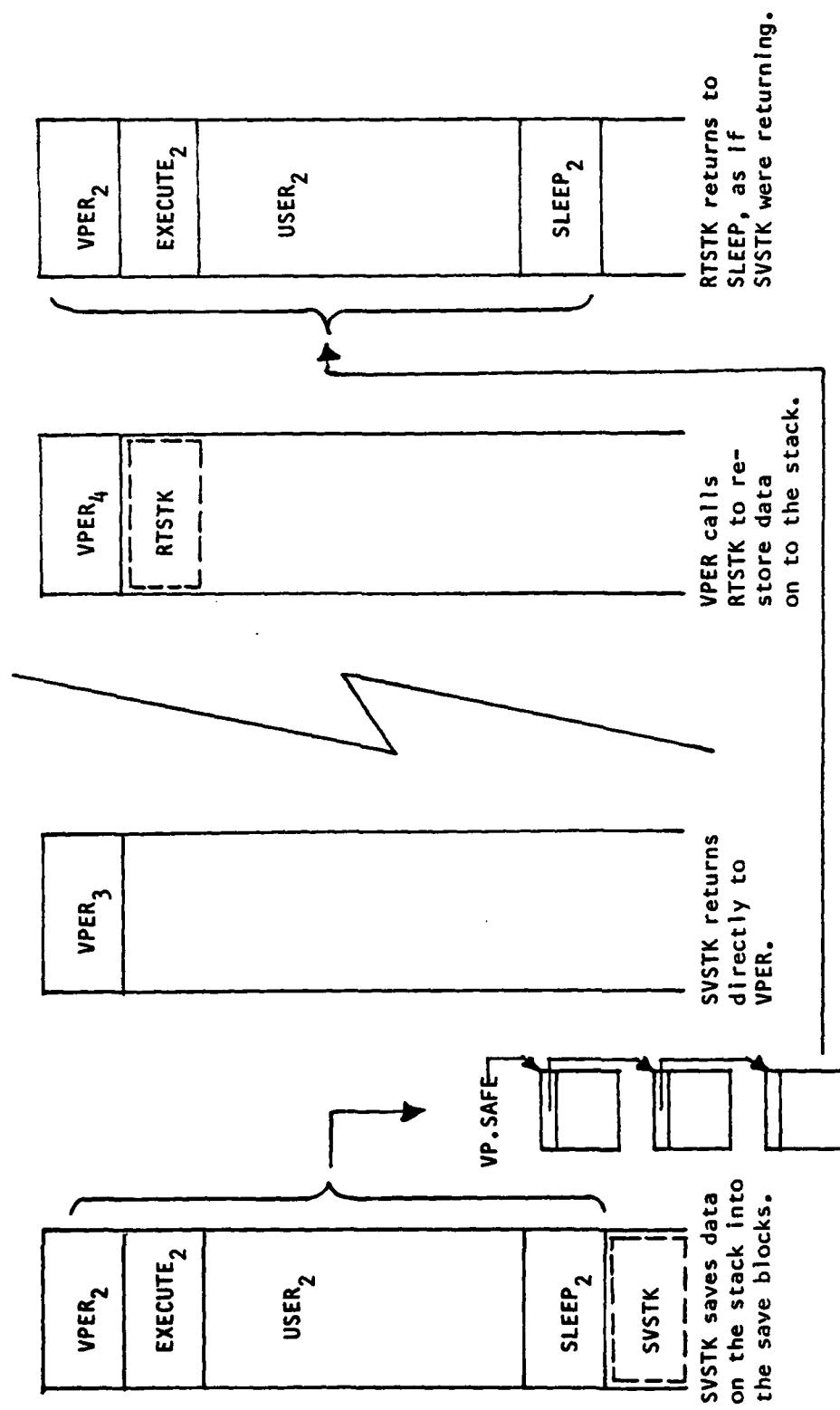


FIG. 6.8.3 STATE OF THE STACK DURING CONTEXT SWITCHING (part 3)

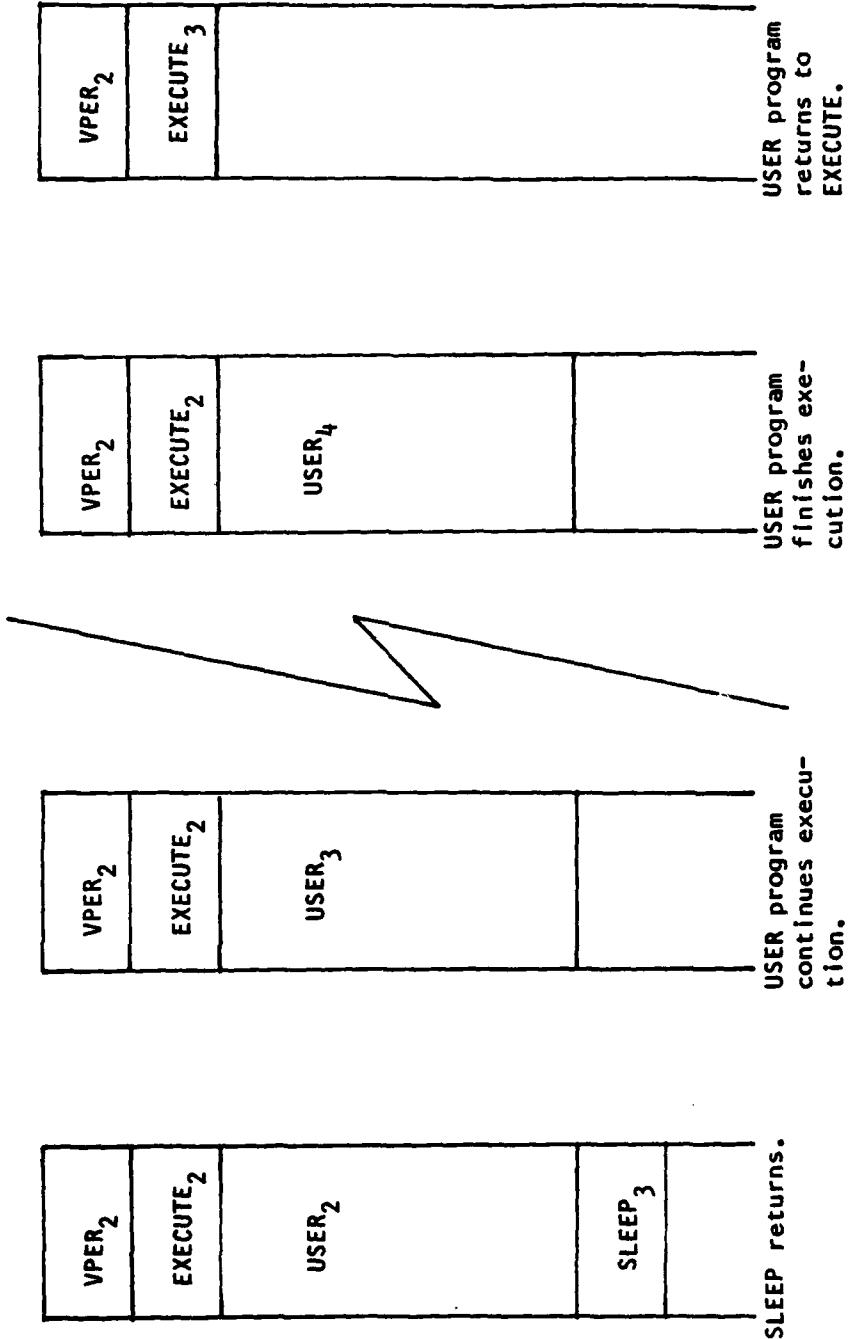
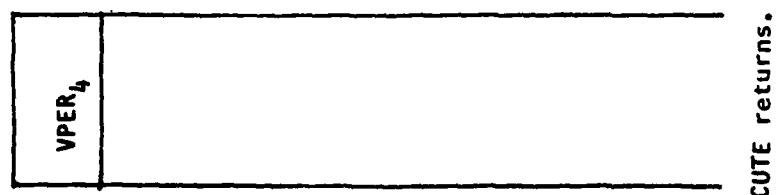
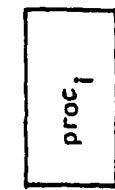


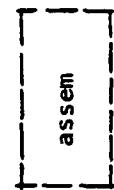
FIG. 6.8.4 STATE OF THE STACK DURING CONTEXT SWITCHING (part 4)



Legend:



Activation Record  
of a procedure on the  
stack (DSA, AUTOMATIC  
variables, et al).  
The subscripts dis-  
tinguish the different states  
of the procedure.



Assembly Language  
procedure which does  
not use the stack.

## 7.0 INTERFACE WITH APPLICATION PROGRAMS--A USER'S GUIDE TO SHELL

To adopt a PL/1 program to run under SHELL, it must first be re-organized to fit the multi-process (co-routine) execution environment of SHELL. In specific, it should be functionally decomposed into a set of top level procedures, each top level procedure being an independent unit performing a specific function. There should be no sharing of data or subroutines among top level procedures, but within each top level procedure, there can be internal subroutines and data can be shared among the internal subroutines.

Top level procedures communicate with one another only by sending and receiving messages, using the utility procedures SEND and WAIT. (Section 7.4)

A virtual process in SHELL is an activation of a top level procedure. Several processes may share the same top level procedure. A virtual process is created by SHELL upon request from other processes. A process can request a new process to be created at its own level or at another level. It does so by sending a message to the operation system of the desired level and specifying which top level procedure is to be used. (Section 7.5)

At the beginning of simulation, SHELL creates several processes with the user-supplied procedure TERM. (Section 7.3) TERM should be programmed to handle the initial terminal I/O and start the action sequence.

One starts the simulation by loading and running SHELL.

### 7.1. To Register a Top Level Procedure with SHELL

EXECUTE is the (only) procedure in SHELL that reference the user-supplied top level procedures. It is a very simple program which consists almost entirely of clauses of the form: (Figure 7.1)

```
IF (PROCNAM='X') THEN DO; CALL X; RETURN; END;
```

To add a top level procedure to SHELL, one should modify EXECUTE by adding a clause of the above form (with the appropriate name substituting the 'X') to the body of EXECUTE. EXECUTE should then be recompiled.

Table 7.1 shows a list of EXTERNAL variable and entry names used by SHELL. A user-supplied top level procedure should not have a name identical to the names in the list.

### 7.2. Parameters

#### 7.2.1. Compile Time Parameters

There are only two compile time parameters: MAXLEVEL and MAXQ. MAXLEVEL is the one less the number of levels in the functional hierarchy; and MAXQ is always MAXLEVEL x 3. They are both defined in the macro file CONFIG. To set these two parameters, modify the macro file CONFIG and recompile SHELL.

## SOURCE LISTING

## NUMBER LEV NT

```
10 0 EXECUTE: PROC (PROCNAM);
30 1 0 DCL PROCNAM CHAR(+) VAR;
40 1 0 DCL TERM ENTRY;
60 1 0 IF PROCNAM = 'TERM' THEN DO: CALL TERM: RETURN: END;
80 1 0 PUT SKIP LIST ('ERROR: UNKNOWN PROCNAME. ', PROCNAM,
                      '(EXECUTE). ');
100 1 0 STOP;
120 1 0 END EXECUTE;
```

```
EXE00010
EXE00020
EXE00030
EXE00040
EXE00050
EXE00060
EXE00070
EXE00080
EXE00090
EXE00100
EXE00110
EXE00120
```

FIG 7.1 LISTING OF PROCEDURE EXECUTE

Table 7.1 LIST OF EXTERNAL IDENTIFIERS

ENTRIES:	DATA:
AAHER	DEBUG
ADDQ	PARAMS
CONS	THISLOS
DEBUGR	THISSVR
EXECUTE	THISVP
FINISH	
GBER	PLIXOPT
GCER	
GET4	
QEVENT	
RTIMER	
RTSTK	
SAHER	
SEND	
SHELL	
SLEEP	
STIMER	
SVKER	
STSTK	
SYNC	
TERM	
VPER	
VPSTART	
WAIT	

### 7.2.2. Run Time Parameters

At the beginning of each simulation, SHELL asks for the values of a set of run time simulation parameters.

#### 7.2.2.1. Number of Processors

Each level has a different number of processors.

#### 7.2.2.2. RRATE

RRATE is the ratio between the simulation time clock rate and the real (CPU) time clock rate. It is declared as a FIXED BIN (15,7) variable. A RRATE greater than one means that the simulation time clock rate (of the processors) of that level is faster than the real CPU time rate (in 370 VM/CP), which means that the processor at that level are running slower than the real time clock. Each level has a different RRATE.

#### 7.2.2.3. THRU\_PUT

THRU\_PUT is the overall average throughput rate at the global bus. The unit is in micro-seconds per byte. It is declared as a FIXED BIN (31,7).

#### 7.2.2.4. DELAY\_GB\_GC, DELAY\_GC\_GB

DELAY\_GB\_GC is the average delay (micro-seconds) between the arrival of the first byte at the global bus and the arrival of the first byte at the destination gateway controller. DELAY\_GC\_GB is the counter part for outgoing messages.

#### 7.2.2.5. TERMINALS

This is the number of 'virtual terminals' attached to the system. During initialization, SHELL starts that many number of virtual processes in the lowest level operating system. (See 7.3 for details.)

#### 7.3. Initialization

At the beginning of simulation, the simulator puts into the lowest level operating system a number (= TERMINALS) of virtual processes with TERM as the top level procedures. TERM should be supplied by the user and should handle the initial user I/O and initialize the transactions.

#### 7.4. Utility Procedures

There are five utility procedures which an application program can call directly: STIMER, SEND, SYNC, WAIT and FINISH. The macro file USERS contains the declarations of each of these entries and can be #INCLUDE'd to the user program.

##### 7.4.1. STIMER

STIMER takes no argument and returns the current simulation time of current processor. It is controlled by the RRATE of the current level. The format of returned value is FIXED BIN (31).

#### 7.4.2. SEND

The calling sequence of SEND is:

```
CALL SEND (level,vpid,boxid,type,len,ptr)
```

where level, vpid and boxid are those of the destination process. Type can be either 'D' or 'S', indicating which type of message should be sent. Len is the length, in bytes, of the message to be sent, and ptr is a POINTER pointing to the message. SHELL itself does not decode the message (except in the cases of system service requests, see Section 7.5); so the message can be of any data type as long as the receiving process knows how to decode it. Messages cannot be AUTOMATIC as the stack is modified when context switching occurs.

(Ref Section 7.7)

#### 7.4.3. SYNC

SYNC takes no argument. The calling process is suspended until it has become the earliest event in the system. (See Section 5.4 for details.) SYNC should be used before any access to a common shared data structure such as a lock or semaphore.

#### 7.4.4. WAIT

WAIT takes a box number as argument. The calling process is suspended until a message arrives at the indicated mail box. If there is already a message in the mailbox when WAIT is called, it will have the same ef-

fect as SYNC.

#### 7.4.5. FINISH

FINISH takes no argument and signals the end of the calling process. Note that FINISH does not transfer control out of the calling procedure, and a RETURN or a GOTO to the last END statement should follow the call to FINISH.

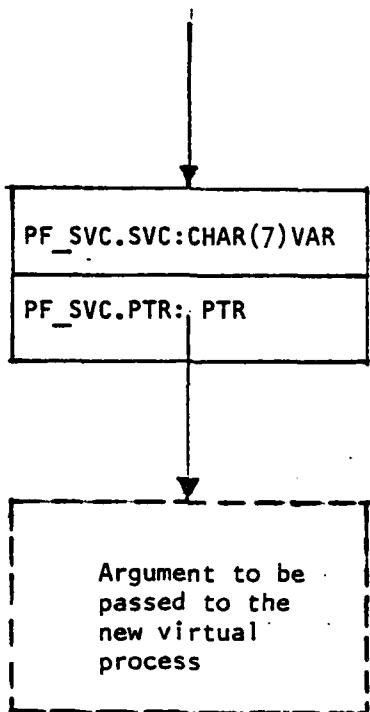
### 7.5. System Service Requests

Virtual Process 0 of each level is recognized as the operating system itself. A message sent to virtual process 0 will be decoded as a system service request. The destination box number in the case will be decoded as the type of system service desired.

Currently only one system service (box number = 1) is implemented. It is the starting of a new virtual process.

#### 7.5.1. Start a New Virtual Process

The format of the message required by this system service is shown in Figure 7.2. A prefix (PF\_SVC) is added to the beginning of the message which is going to be passed to the newly started virtual process. The prefix should contain the name of the top level procedure. After the operating system starts the process, the prefix is stripped off and the rest is put into the waiting box of the new process.



**FIG.7.2 FORMAT OF ARGUMENT FOR  
SYSTEM SERVICE REQUEST 1  
(STARTING A NEW VIRTUAL  
PROCESS)**

## 7.6. External variables

The EXTERNAL variables THISVP, THISLOS and THISSVR are POINTER variables pointing respectively to the current Virtual Process, Local Operating System and Server (Processor). The format of data structures VP, LOS and SVR are listed in the Chapter 6. The macro files VPX, LOSX and SVRX contain all the necessary declarations and can be #INCLUDE'd by the application programs.

### 7.6.1. VP: Information about the current Virtual Process

Several sub-fields in VP are of special interest to an application program:

#### 7.6.1.1. VP.WAIT.MSG

When a process wakes up from a WAIT, this slot contains the pointer to the message arrived at the expected mail box. When a process is newly created, this slot contains the argument passed to it by the system or the parent process.

#### 7.6.1.2. VP.LEVEL

This is the level number of the embedded local operating system. It is declared as a FIXED BIN.

#### 7.6.1.3. VP.VPID

This is the Virtual Process ID of the current process. It is declared as a FIXED BIN.

#### 7.6.1.4. VP.VTIME

This contains the cumulative simulation time (micro-seconds) of each process, in the format of FIXED BIN (31).

### 7.7. Caveats & Restrictions

#### 7.7.1. Local Variables

The AUTOMATIC variables in a top level procedure (and everything else that is stored on the stack) are associated with the process; while the STATIC and CONTROLLED variables are associated with the procedure. Hence, if a top level procedure is expected to be shared by more than one processes, it must either use only AUTOMATIC variables or keep track of its STATIC and CONTROLLED variables very carefully.

#### 7.7.2. Messges

SHELL keeps track of messages as POINTERS and does not care about the actual data format or the storage class of the messages. However, because the stack space is multiplexed among processes, the AUTOMATIC variables of a sending process will disappear from the stack space when the receiving process is invoked. Hence, messages

should not be contained inside AUTOMATIC data structures.

The preferred way is to use BASED data structures for messages. The sending process will ALLOCATE them and the receiving process will FREE them after processing them.

#### 7.7.3. The REPORT option

Because the PL/I run time option REPORT interferes with the operation of the context switching mechanism, it should never be used with SHELL.

#### 7.8. STATS

STATS is a file containing certain performance statistics of SHELL. At present, it contains the following: 1) the run time parameters; 2) the average delay time of the gateway controllers; 3) the time distribution and duration of the messages arriving at the global bus; and 4) the cumulative active time of each machine.

#### 7.9. A Sample Program

A test program is presented here as an example. It is called TERM so that it is activated by SHELL when simulation begins. A listing of TERM is in Figure 7.3 as well as in the Appendix.

When TERM comes up, it will identify itself by printing the current level, VPID, waiting box number, the ID of the processor (SVR), and the current STIME.

## SOURCE LISTING

NUMBER LEV NT

```

10      0 TERM: PROC;                                TER00010
          XINCLUDE USERS;*****TER00020
          XINCLUDE STIMER;*****USE00010
200010  1 0 DCL STIMER ENTRY RETURNS (FIXED BIN (31));  STI00010
          *****USE00010
300020  1 0 DCL SEND ENTRY (FIXED BIN, FIXED BIN, FIXED BIN, CHAR(*) VAR, USE00020
          FIXED BIN, PTR); USE00030
300040  1 0 DCL WAIT ENTRY (FIXED BIN); USE00040
300050  1 0 DCL SYNC ENTRY; USE00050
300060  1 0 DCL FINISH ENTRY; USE00060
          ****TER00030
400040  1 0 DCL (NULL,LENGTH) BUILTIN; TER00040
          TER00050
          XINCLUDE VPX;*****TER00060
500010  1 0 DCL THISVP PTR EXTERNAL STATIC; /* -> CURRENT VP, SET BY VPER */VPX00010
          VPX00020
500030  1 0 DCL 1 VP BASED (THISVP), XINCLUDE VP;*****VPX00030
          80 BDSA FIXED BIN (31), /* ADDR (BOTTOM DSA) */VP 00010
          80 TDSA FIXED BIN (31), /* ADDR (TOP DSA) */VP 00020
          80 SAVSIZE FIXED BIN (31), /* SIZE OF AREA TO BE SAVED */VP 00030
          80 PTR, /* -> 1ST SAVBLK */VP 00040
          80 PROCNAME CHAR (7) VAR, /* NAME OF TOP LEVEL PROC */VP 00050
          80 STATUS CHAR (12) VAR, VP 00060
          80 MAIL PTR, /* CHAIN OF INCOMING MAIL */VP 00070
          80 WAIT, VP 00080
          81 BOX FIXED BIN, /* BOX AWAITING MAIL */VP 00090
          81 MSG PTR, /* MSG IN WAIT.BOX */VP 00100
          80 VPID FIXED BIN, /* INDEX IN THE VPST */VP 00110
          80 LEVEL FIXED BIN, /* LEVEL */VP 00120
          80 VTIME FIXED BIN (31) VP 00130
          *****VPX00030
          *****VPX00040
          TER00060
          XINCLUDE SVRX;*****TER00070
800010  1 0 DCL THISVR PTR EXTERNAL STATIC; /* -> CURRENT SVR, SET BY SAHER */SVR00010
          SVR00020
800030  1 0 DCL 1 SVR BASED (THISVR), XINCLUDE SVR;*****SVR00030
          70 NEXT PTR, SVR00010
          70 STIME FIXED BIN (31), SVR00020
          70 STIMEO FIXED BIN (31), /* ACCUMULATED STIME */SVR00030
          70 RTIME FIXED BIN (31), SVR00040
          70 RRATE FIXED BIN (15,7), /* REAL CPU TICK RATE */SVR00050
          70 ID FIXED BIN SVR00060
          *****SVR00030

```

FIG. 7.3.1 LISTING OF PROCEDURE TERM (part 1)

NUMBER LEV NT

```

*****  

XINCLUDE PF SVC;  

*****  

1100010 1 0 DCL PT_SVC PTR; SVR00040  

1100030 1 0 DCL 1 PF_SVC BASED (PT_SVC), TER00070  

         2 SVC CHAR (7) VAR, PFS00010  

         2 PTR PTR; PFS00020  

*****  

XINCLUDE MSG;  

*****  

1200010 1 0 DCL MSGLEN FIXED BIN; MSG00010  

1200020 1 0 DCL MSGPT PTR; MSG00020  

1200030 1 0 DCL 1 MSG BASED (MSGPT), MSG00030  

         2 LEN FIXED BIN, MSG00040  

         2 STR CHAR (MSGLEN REFER (LEN)); MSG00050  

*****  

1200100 1 0 DCL (LEVEL,VPID,BOXID) FIXED BIN; MSG00060  

1200110 1 0 DCL MESSAGE CHAR(80) VAR; TER00090  

1200120 1 0 DCL COMMAND CHAR(12); TER00100  

1200130 1 0 DCL TYPE CHAR(8) VAR; TER00110  

1200150 1 0 LOOP: TER00120  

         PUT SKIP EDIT (' TERM: LEVEL = ',VP.LEVEL,' VP = ',VP.VPID,  

         ' WAIT.BOX = ',VP.WAIT.BOX,' SVR = ',SVR.ID,' STIME = ',  

         SVR.STIME) (A,F(2),A,F(2),A,F(2),A,F(2),A,F(11)); TER00130  

1200190 1 0 MSGPT = VP.WAIT.MSG; TER00140  

1200200 1 0 IF (MSGPT ^= NULL) THEN DO; TER00150  

1200210 1 1   PUT SKIP EDIT (' MSG: ',MSG.STR) (A,A(MSG.LEN)); TER00160  

1200220 1 1   FREE MSG; TER00170  

1200230 1 1   VP.WAIT.MSG = NULL; TER00180  

1200240 1 1 END; TER00190  

1200260 1 0 WORK: TER00200  

         PUT SKIP;  

1200280 1 0   DISPLAY (' COMMAND?') REPLY (COMMAND); TER00210  

1200300 1 0 IF (COMMAND = 'BUILD') THEN DO; TER00220  

1200310 1 1   PUT SKIP LIST (' LEVEL '); TER00230  

1200320 1 1   GET LIST (LEVEL); TER00240  

1200330 1 1   MSGLEN = 7; TER00250  

1200340 1 1   ALLOCATE MSG; TER00260  

1200350 1 1   MSG.STR = 'NEW VPI'; TER00270  

1200360 1 1   ALLOCATE PF_SVC; TER00280  

1200370 1 1   PF_SVC.SVC = 'TERM'; TER00290  

1200380 1 1   PF_SVC.PTA = MSGPT; TER00300  

1200390 1 1   CALL SEND (LEVEL,0,1,'S',15,PT_SVC); TER00310  

1200400 1 1 GOTO WORK; TER00320

```

FIG. 7.3.2 LISTING OF PROCEDURE TERM (part 2)

NUMBER LEV NT

```

1200410 1 1 END;                                     TER00410
1200430 1 0 ELSE IF (COMMAND = 'SEND') THEN DO;    TER00420
1200440 1 1   PUT SKIP LIST (' LEVEL,VPID,BOXID,TYPE,MESSAGE> ');
1200450 1 1   GET LIST (LEVEL,VPID,BOXID,TYPE,MESSAGE);
1200460 1 1   MSGLEN = LENGTH (MESSAGE);
1200470 1 1   ALLOCATE MSG;
1200480 1 1   MSG.STR = MESSAGE;
1200490 1 1   CALL SEND (LEVEL,VPID,BOXID,TYPE,MSGLEN,MSGPT);
1200500 1 1   GOTO WORK;
1200510 1 1 END;                                     TER00430
1200530 1 0 ELSE IF (COMMAND = 'WAIT') THEN DO;    TER00440
1200540 1 1   PUT SKIP LIST (' BOX> ');
1200550 1 1   GET LIST (BOXID);
1200560 1 1   PUT SKIP LIST (' WAITING');
1200570 1 1   CALL WAIT (BOXID);
1200580 1 1   GOTO LOOP;
1200590 1 1 END;                                     TER00450
1200610 1 0 ELSE IF (COMMAND = 'SYNC') THEN DO;    TER00460
1200620 1 1   PUT SKIP LIST (' SYNCING');
1200630 1 1   CALL SYNC;
1200640 1 1   GOTO LOOP;
1200650 1 1 END;                                     TER00470
1200670 1 0 ELSE IF (COMMAND = 'FINISH') THEN DO;  TER00480
1200680 1 1   PUT SKIP LIST (' FINISHING');
1200690 1 1   CALL FINISH;
1200700 1 1   RETURN;
1200710 1 1 END;                                     TER00490
1200730 1 0 ELSE DO; /* UNKNOWN COMMAND */
1200740 1 1   PUT LIST (' ??');
1200750 1 1   GOTO WORK;
1200760 1 1 END;                                     TER00500
1200780 1 0 END TERM;                             TER00510

```

FIG. 7.3.3 LISTING OF PROCEDURE TERM (part 3)

If there is a message in the waiting box, it will print the message as well. TERM then asks for commands from the user and executes them. It recognizes five commands: BUILD, SEND, WAIT, SYNC and FINISH. After the command is performed, (it might take quite sometime), it will identify itself and ask for more work.

#### 7.9.1. Command BUILD

BUILD creates a new process in the system with TERM as the top level procedure. It takes an argument, the level on which the new process is to be created. Note that at the beginning of simulation, there are already  $N$  ( $N = \text{TERMINALS}$ , a run time parameter) instances of TERM at level 0, being put there by the system initialization procedure. Repeated uses of BUILD can really proliferate the number of instances of TERM.

#### 7.9.2. Command SEND

Command SEND takes five arguments: the destination level, VPID, and box number, the type of message (either 'S' or 'D') and the message itself (which must be within quotes). SEND will simply call (the utility procedure) SEND to send the message.

#### 7.9.3. Command WAIT

Command WAIT takes one argument, the waiting box number. It will prompt 'WAITING..', and calls (the utility procedure) WAIT.

#### 7.9.4. Commands SYNC and FINISH

Both these commands take no argument and are executed promptly by calling the corresponding utility procedure.

The network of instances of TERM is like a network of terminals or telex machines. The user can tailor the architecture of this network by building the desired number of processes at each level. Since the user can specify the action of each node in the network, any arbitrary traffic pattern can be generated and tested.

### 7.10. A Sample Simulation Session

A very simple simulation session is scripted in Figures 7.4.1-3. The configuration in this simulation consists of two levels, each with two processors.

Simulation starts with three processes at level 0: VP0.1, VP0.2, and VP0.3. VP0.1 builds a process at level 1 (VP1.1), and then goes into waiting for a message to come to box 1. Similarly, VP0.2 builds VP1.2 then waits for box 2; and VP0.3 builds VP1.3 and waits for box 3.

```
R; T=0.01/0.01 01:08:47
shell
LOAD SHELL ( CLEAR NODUP NOMAP )
FILEDEF STATS DISK STATS LISTING A1 ( BLOCK 800 )
R; T=0.37/0.65 01:08:59
start
EXECUTION BEGINS...

LEVEL 0:
NO. OF PROCESSORS, RRATE>
:
2,1

LEVEL 1:
NO. OF PROCESSORS, RRATE>
:
2,1

THRU_RATE,GB_GC,GC_GB,TERMINALS>
:
1,0,0,3
```

START SIMULATION...

```
TERM: LEVEL = 0 VP = 1 WAIT.BOX = 0 SVR = 2 STIME = 555
MSG: SET UP BY INITER
```

```
COMMAND?
build
LEVEL>
:
1
```

```
COMMAND?
wait
BOX>
:
1
```

WAITING

```
TERM: LEVEL = 0 VP = 2 WAIT.BOX = 0 SVR = 1 STIME = 1062
MSG: SET UP BY INITER
```

```
COMMAND?
build
LEVEL>
:
1
```

```
COMMAND?
wait
BOX>
:
```

FIG. 7.4 .1 SAMPLE SIMULATION SESSION (part 1)

2

WAITING

TERM: LEVEL = 1 VP = 1 WAIT.BOX = 0 SVR = 2 STIME = 58299  
MSG: NEW VP!

COMMAND?

wait

BOX>

:

1

WAITING

TERM: LEVEL = 1 VP = 2 WAIT.BOX = 0 SVR = 1 STIME = 70248  
MSG: NEW VP!

COMMAND?

wait

BOX>

:

2

WAITING

TERM: LEVEL = 0 VP = 3 WAIT.BOX = 0 SVR = 1 STIME = 95062  
MSG: SET UP BY INITER

COMMAND?

build

LEVEL>

:

1

COMMAND?

wait

BOX>

:

3

WAITING

TERM: LEVEL = 1 VP = 3 WAIT.BOX = 0 SVR = 2 STIME = 151919  
MSG: NEW VP!

COMMAND?

send

LEVEL,VPID,BOXID,TYPE,MESSAGE>

:

0,1,1,'S','from 1.3'

COMMAND?

finish

FINISHING

TERM: LEVEL = 0 VP = 1 WAIT.BOX = 1 SVR = 2 STIME = 209840  
MSG: from 1.3

COMMAND?

FIG. 7.4.2 SAMPLE SIMULATION SESSION (part 2)

```

send
  LEVEL,VPID,BOXID,TYPE,MESSAGE>
:
1,1,1,'D','from 0.1'

COMMAND?
finish

FINISHING

TERM: LEVEL = 1 VP = 1 WAIT.BOX = 1 SVR = 1 STIME = 267747
MSG: from 0.1

COMMAND?
send
  LEVEL,VPID,BOXID,TYPE,MESSAGE>
:
1,2,2,'S','from 1.1'

COMMAND?
finish

FINISHING

TERM: LEVEL = 1 VP = 2 WAIT.BOX = 2 SVR = 2 STIME = 324723
MSG: from 1.1

COMMAND?
send
  LEVEL,VPID,BOXID,TYPE,MESSAGE>
:
0,2,2,'D','from 1.2'

COMMAND?
finish

FINISHING

TERM: LEVEL = 0 VP = 2 WAIT.BOX = 2 SVR = 1 STIME = 384779
MSG: from 1.2

COMMAND?
send
  LEVEL,VPID,BOXID,TYPE,MESSAGE>
:
0,3,3,'S','from 0.2'

COMMAND?
finish

FINISHING

TERM: LEVEL = 0 VP = 3 WAIT.BOX = 3 SVR = 2 STIME = 441675
MSG: from 0.2

COMMAND?
finish

FINISHING

R: T=0.64/1.76 01:11:57

```

FIG. 7.4.3 SAMPLE SIMULATION SESSION (part 3)

At level 1, VP1.1 waits for box 1 and VP1.2 waits for box 2. Then VP1.3 sends a message to VP0.1. After sending the message, VP1.3 terminates itself.

When VP0.1 wakes up, it sends a message to VP1.1 and then terminates. Similarly, VP1.1 sends to VP1.2; VP1.2 sends to VP0.2; and VP0.2 sends to VP0.3. When VP0.3 finally wakes up, it is the last process left in the system, and when it terminates, the simulation session ends as well.

In Figures 7.4.1-3, the user input is in lower case while the output of the simulator is in upper case. Figure 7.5 diagrams the chronology of the events in the simulation. The STATS file of the simulation is listed in Figure 7.6.

000 01/05/19 01:09  
000 PARAMETERS:

LEVEL 0: NP= 2 RATE= 1.000;  
LEVEL 1: NP= 2 RATE= 1.000;  
PARAMS,THRU\_RATE= 1.000 PARAMS,DELAY\_GR\_GC=

000 SIMULATION:

```
GC ( 0): MSGOUT DELAY = 0      17
GB: STIME = 57602 MSGLEN = 0
GC ( 1): MSGIN DELAY = 0      17
GC ( 0): MSGOUT DELAY = 0      17
GB: STIME = 69750 MSGLEN = 0
GC ( 1): MSGIN DELAY = 0      17
GC ( 0): MSGOUT DELAY = 0      17
GB: STIME = 151372 MSGLEN = 0
GC ( 1): MSGIN DELAY = 0      17
GC ( 1): MSGOUT DELAY = 0      10
GB: STIME = 209459 MSGLEN = 0
GC ( 0): MSGIN DELAY = 0      10
GC ( 0): MSGOUT DELAY = 0      10
GB: STIME = 267399 MSGLEN = 0
GC ( 1): MSGIN DELAY = 0      10
GC ( 1): MSGOUT DELAY = 0      10
GB: STIME = 384614 MSGLEN = 0
GC ( 0): MSGIN DELAY = 0
```

000 STATISTICS:

LEVEL 0: SRO..MAX =	10 DBB..MAX =	1
GC:	1 SVR..STIME=	384424 SVR..STIMEQ= 81;
AAM:	2 SVR..STIME=	210193 SVR..STIMEQ= 724;
SVR..ID=	1 SVR..STIME=	385128 SVR..STIMEQ= 704;
SAH:	1 SVR..STIME=	481150 SVR..STIMEQ= 266197;
SVR..ID=	2 SVR..STIME=	481592 SVR..STIMEQ= 220819;
LEVEL 1: SRO..MAX =	21 DBB..MAX =	1
GC:	1 SVR..STIME=	384424 SVR..STIMEQ= 81;
AAM:	2 SVR..STIME=	152346 SVR..STIMEQ= 1843;
SVR..ID=	1 SVR..STIME=	268088 SVR..STIMEQ= 1582;
SAH:	1 SVR..STIME=	400088 SVR..STIMEQ= 134592;
SVR..ID=	2 SVR..STIME=	400541 SVR..STIMEQ= 212533;

FIG. 7.5 STATISTICS OF SAMPLE SIMULATION SESSION

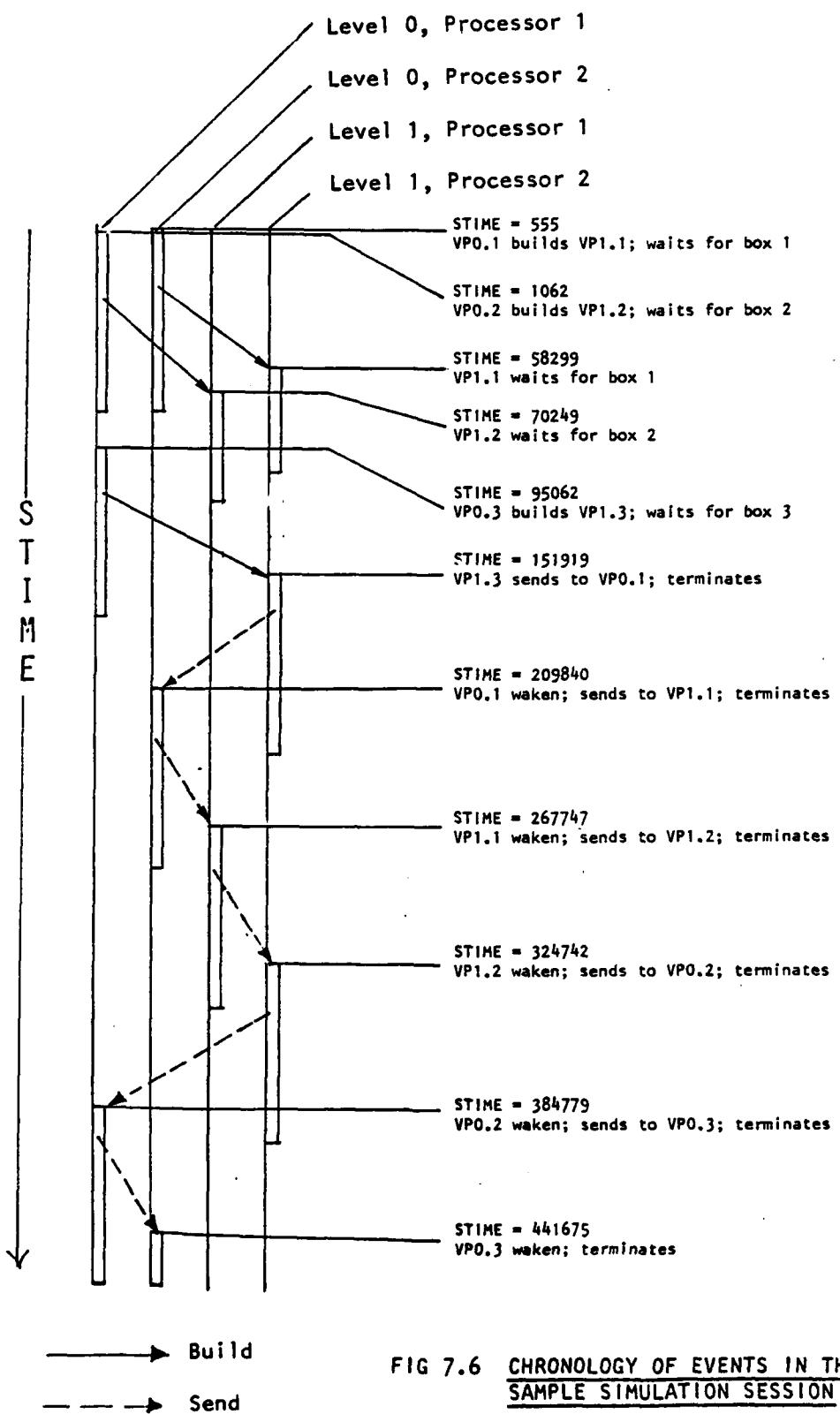


FIG 7.6 CHRONOLOGY OF EVENTS IN THE  
SAMPLE SIMULATION SESSION

## 8.0 CONCLUSION & OBSERVATIONS

SHELL is part of the first step in the gradual refinement of the design of INFOPLEX. As a simulator, it has two salient features.

The first is that SHELL offers a very easy interface with application programs. An ordinary PL/1 program can run under SHELL with minimal or no modification. The complete transparent context switching mechanism greatly eases the writing of application programs. Without this feature, an application would have to keep track of under which process it is working. Also, an application would not be able to exit (and return control to the simulator) from inside an inner block, since PL/1 does not allow control be transferred back into the inner block. This would severely handicap the programming style of the application program.

The second salient feature of SHELL is that it simulates a mixture of microscopic and macroscopic events. On the one hand, there are the short and simple events of data transaction among the machines; and on the other, the long and complex events of running application programs. This integrated approach offers a highly realistic simulation because one can study the interaction between the two types of events. For example, when one is studying the microscopic events of

traffic on the global bus, instead of having to use a statistical model to approximate the access pattern by the gateway controllers, one can run the procedures that generate the actual patterns. This can lead to insights which may otherwise be obscured.

It is hoped that through simulation using SHELL, a more optimal designs of INFOPLEX can be attained.

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## APPENDIX A: LISTINGS OF PL/I PROCEDURES

### PL/I Procedures:

AAHER  
ADDQ  
CONS  
DEBUGR  
EXECUTE  
FINISH  
GBER  
GCER  
QEVENT  
SAHER  
SEND  
SHELL  
SLEEP  
STIMER  
SVCER  
SYNC  
TERM  
VPER  
VPSTART  
WAIT

## SOURCE LISTING

NUMBER LEV NT

```

10      0 AAHER: PROC (LOS,SVR,EVENT);          AAH00010
30      1 0 DCL 1 LOS;                      AAH00020
      70 LEVEL FIXED BIN,                  AAH00030
      70 SRO,                          LOS00010
      71 SIZE FIXED BIN,                  LOS00020
      71 MAX FIXED BIN,                  LOS00030
70      DBB,                          LOS00040
      71 SIZE FIXED BIN,                  LOS00050
      71 MAX FIXED BIN,                  LOS00060
70      VPS,                          LOS00070
      71 TABLE ( 20),                  LOS00080
80      BDSA FIXED BIN (31),          /* ADDR (BOTTOM DSA)  *VP 00010
80      TDSA FIXED BIN (31),          /* ADDR (TOP DSA)   *VP 00020
80      SAVSIZE FIXED BIN (31),      /* SIZE OF AREA TO BE SAVED *VP 00030
80      SAFE PTR,                  /* -> 1ST SAVBLK  *VP 00040
80      PROCNNAME CHAR (7) VAR,    /* NAME OF TOP LEVEL PROC *VP 00050
80      STATUS CHAR (12) VAR,       VP 00060
80      MAIL PTR,                  /* CHAIN OF INCOMING MAIL *VP 00070
80      WAIT,                      VP 00080
     81 BOX FIXED BIN,          /* BOX AWAITING MAIL  *VP 00090
     81 MSG PTR,                  /* MSG IN WAIT.BOX   *VP 00100
80      VPID FIXED BIN,          /* INDEX IN THE VPST  *VP 00110
80      LEVEL FIXED BIN,          /* LEVEL             *VP 00120
80      VTIME FIXED BIN (31)      VP 00130
AAH00030
300040  1 0 DCL 1 SVR;          AAH00040
      70 NEXT PTR,                  SVR00010
      70 STIME FIXED BIN (31),      SVR00020
      70 STIMEQ FIXED BIN (31),     /* ACCUMULATED STIME  *SVR00030
      70 RTIME FIXED BIN (31),      SVR00040
      70 RRATE FIXED BIN (15,7),    /* REAL CPU TICK RATE *SVR00050
      70 ID FIXED BIN,              SVR00060
AAH00040
500050  1 0 DCL 1 EVENT;        AAH00050
      70 NEXT PTR,                  /* NEXT EVENT        */ EVE00010
      70 STIME FIXED BIN (31),      EVE00020
      70 TYPE CHAR (12) VAR,       EVE00030
      70 INDEX FIXED BIN (31),     EVE00040
      70 PTR PTR,                  EVE00050
AAH00050
700060  1 0 DCL (THISLOS,THISSSVR) PTR EXTERNAL STATIC; AAH00060
700070  1 0 DCL STM FIXED BIN (31); AAH00070
800010  1 0 DCL 1 DEBUG EXTERNAL STATIC, DEB00010
      2 SLEEPS BIT(1) INIT ('0'B), DEB00020
      2 SAHRS BIT(1) INIT ('0'B),  DEB00030

```

NUMBER LEV NT

```

2 SCHEDULERS BIT(1) INIT ('0'B),
2 SHELLS BIT(1) INIT ('0'B),
2 AAHERS BIT(1) INIT ('0'B);
DEB00040
DEB00050
DEB00060
PFA00010
PFA00020
PFA00030
PFA00040
PFA00050
PFA00060
PFS00010
PFS00020
PFS00030
PFS00040
PFS00050
AAH00110
ST00010
QE00010
QE00020
SVC00010
AAH00150
AAH00160
AAH00170
AAH00180
AAH00190
AAH00200
AAH00210
AAH00220
AAH00230
AAH00240
AAH00250
AAH00260
AAH00270
AAH00280
AAH00290
AAH00300
AAH00310
AAH00320
AAH00330
AAH00340
AAH00350
AAH00360
AAH00370
AAH00380
AAH00390
AAH00400
AAH00410
AAH00420
AAH00430
AAH00440

900010 1 0 DCL PT_ADDR PTR;
900030 1 0 DCL 1 PF_ADDR BASED (PT_ADDR),
2 VPID FIXED BIN,
2 BOXID FIXED BIN,
2 PTR PTR;
1000010 1 0 DCL PT_S PTR;
1000030 1 0 DCL 1 PF_S BASED (PT_S),
2 LEN FIXED BIN,
2 PTR PTR;
1100010 1 0 DCL STIMER ENTRY RETURNS (FIXED BIN (31));
1200010 1 0 DCL QEVENT ENTRY (FIXED BIN, FIXED BIN (31), CHAR(*) VAR,
           FIXED BIN (31), PTR);
1300010 1 0 DCL SVCER ENTRY (FIXED BIN, PTR);
1300150 1 0 DCL (ADDR) BUILTIN;
1300170 1 0 THISLOS = ADDR (LOS);
1300180 1 0 THISSVR = ADDR (SVR);
1300200 1 0 IF (EVENT.TYPE = 'D') THEN DO;
1300210 1 1   PT_ADDR = EVENT.PTR;
1300220 1 1   LOS.DBB.SIZE = LOS.DBB.SIZE - 1;
1300230 1 1 END;
1300240 1 0 ELSE DO; /* EVENT.TYPE = S */
1300250 1 1   PT_S = EVENT.PTR;
1300260 1 1   LOS.SRQ.SIZE = LOS.SRQ.SIZE - PF_S.LEN;
1300270 1 1   PT_ADDR = PF_S.PTR;
1300280 1 1   FREE PF_S;
1300290 1 1 END;
1300310 1 0 IF PF_ADDR.VPID = 0 THEN DO;
1300320 1 1   CALL SVCER (PF_ADDR.BOXID,PF_ADDR.PTR);
1300330 1 1   FREE PF_ADDR;
1300340 1 1 END;
1300350 1 0 ELSE DO;
1300360 1 1   STM = STIMER;
1300370 1 1   CALL QEVENT (LOS.LEVEL+3+3,STM,'LOGMSG',0,PT_ADDR);
1300380 1 1 END;
1300400 1 0 STM = STIMER;
1300410 1 0 IF (DEBUG.AAHER$) THEN DO;
1300420 1 1   PUT SKIP EDIT (' AAHER: T0 = ',SVR.STIME,' T1 = ',
           STM,' QT = ',SVR.STIMEQ)
           (A,F(11),A,F(11),A,F(11));

```

PL/I OPTIMIZING COMPILER

AAHER: PROC (LOS,SVR,EVENT);

NUMBER LEV NT

1300450 1 1 END;  
1300460 1 0 SVR.STIMEQ = SVR.STIMEQ + STM - SVR.STIME;  
1300470 1 0 SVR.STIME = STM;  
1300490 1 0 END;

AAH00450  
AAH00460  
AAH00470  
AAH00480  
AAH00490

## SOURCE LISTING

NUMBER LEV NT

```
10    0 ADDQ: PROC (Q,PO);
      /* Q -> HEAD OF QUEUE
      PO -> OBJECT TO BE ADDED */
60    1 0 DCL (Q,PQ,PQ2,PO,PT) PTR;
70    1 0 DCL (ADDR,NULL) BUILTIN;
      /* TB == FIRST PART OF SVR OR EVENT */
100   1 0 DCL 1 TB BASED (PT),
      2 NEXT PTR,
      2 STIME FIXED BIN (31);
140   1 0   PQ = ADDR(Q);
150   1 0   PQ2 = PQ->TB.NEXT;
160   1 0   DO WHILE (PQ2 != NULL);
170   1 1   IF (PQ2->TB.STIME >= PO->TB.STIME) THEN GOTO FOUND;
180   1 1   PQ = PQ2;
190   1 1   PQ2 = PQ->TB.NEXT;
200   1 1   END;
220   1 0   FOUND:
      PO->TB.NEXT = PQ2;
240   1 0   PQ->TB.NEXT = PO;
260   1 0   END ADDQ;
```

ADD000010  
ADD000020  
ADD000030  
ADD000040  
ADD000050  
ADD000060  
ADD000070  
ADD000080  
ADD000090  
ADD000100  
ADD000110  
ADD000120  
ADD000130  
ADD000140  
ADD000150  
ADD000160  
ADD000170  
ADD000180  
ADD000190  
ADD000200  
ADD000210  
ADD000220  
ADD000230  
ADD000240  
ADD000250  
ADD000260  
ADD000270

## SOURCE LISTING

NUMBER LEV NT

10	0	CONS: PROC (CAR, CDR) RETURNS (PTR);	CON00010
		XINCLUDE LIST;*****	CON00020
100010	1	0 DCL LISTPT PTR;	CON00030
100030	1	0 DCL 1 LIST BASED (LISTPT),	LIS00010
		2 NEXT PTR,	LIS00020
		2 THIS PTR;	LIS00030
		*****	LIS00040
200040	1	0 DCL (CAR, CDR) PTR;	LIS00050
200060	1	0 ALLOCATE LIST;	CON00060
200070	1	0 LIST.NEXT = CDR;	CON00070
200080	1	0 LIST.THIS = CAR;	CON00080
200090	1	0 RETURN (LISTPT);	CON00090
200110	1	0 END CONS;	CON00100
			CON00110

## PL/I OPTIMIZING COMPILER

**EXECUTE: PROC (PROCNAME):**

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## SOURCE LISTING

NUMBER LEVEL

```
10      0 EXECUTE: PROC (PROCNAME);
30      1 0 DCL PROCNAME CHAR(+) VAR;
40      1 0 DCL TERM ENTRY;
60      1 0      IF PROCNAME = 'TERM' THEN DO; CALL TERM; RETURN; END;
80      1 0      < PUT SKIP LIST (' ERROR: UNKNOWN PROCNAME. ',PROCNAME,
100      1 0      ' (EXECUTE).');
120      1 0      STOP;
140      1 0 END EXECUTE;
```

## SOURCE LISTING

NUMBER LEV NT

10	0	DEBUGR: PROC;	DEB00010
*INCLUDE DEBUG;*****			DEB00020
100010	1	0 DCL 1 DEBUG EXTERNAL STATIC,	DEB00030
		2 SLEEPS BIT(1) INIT ('0'B),	DEB00010
		2 SAHERS BIT(1) INIT ('0'B),	DEB00020
		2 SCHEDULERS BIT(1) INIT ('0'B),	DEB00030
		2 SHELLS BIT(1) INIT ('0'B),	DEB00040
		2 AAHERS BIT(1) INIT ('0'B);	DEB00050
		*****	DEB00060
200050	1	0 DEBUG.SAHER\$ = '1'B;	DEB00030
200060	1	0 DEBUG.SCHEDULERS = '1'B;	DEB00040
200070	1	0 DEBUG.SHELL\$ = '1'B;	DEB00050
200080	1	0 DEBUG.AAHER\$ = '1'B;	DEB00060
200100	1	0 END DEBUGR;	DEB00070

## SOURCE LISTING

NUMBER LEV NT

```

10      0 FINISH: PROC;                               FIN00010
                                  FIN00020
100010  1 0 XINCLUDE VPX;*****FIN00030
100010  1 0 DCL THISVP PTR EXTERNAL STATIC;      /* -> CURRENT VP, SET BY VPER */VPX00010
                                  VPX00020
100030  1 0 DCL 1 VP BASED (THISVP), XINCLUDE VP;*****VPX00030
          80 BDSA FIXED BIN (31),      /* ADDR (BOTTOM DSA) */VP 00010
          80 TDSA FIXED BIN (31),      /* ADDR (TOP DSA) */VP 00020
          80 SAVESIZE FIXED BIN (31),  /* SIZE OF AREA TO BE SAVED */VP 00030
          80 SAFE PTR,               /* -> 1ST SAVBLK */VP 00040
          80 PROCNAME CHAR (7) VAR,   /* NAME OF TOP LEVEL PROC */VP 00050
          80 STATUS CHAR (12) VAR,    VP 00060
          80 MAIL PTR,               /* CHAIN OF INCOMING MAIL */VP 00070
          80 WAIT,                  VP 00080
          81 BOX FIXED BIN,          /* BOX AWAITING MAIL */VP 00090
          81 MSG PTR,               /* MSG IN WAIT.BOX */VP 00100
          80 VPID FIXED BIN,          /* INDEX IN THE VPST */VP 00110
          80 LEVEL FIXED BIN,         /* LEVEL */VP 00120
          80 VTIME FIXED BIN (31)    VP 00130
          *****;                   VPX00030
          *****;                   VPX00040
          *****;                   FIN00030
          *****;                   FIN00040
          XINCLUDE QEVENT;*****FIN00050
500010  1 0 DCL QEVENT ENTRY (FIXED BIN, FIXED BIN (31), CHAR(*) VAR,
                           FIXED BIN (31), PTR);   QE00010
                           QE00020
                           *****;                   FIN00050
500060  1 0 DCL NULL BUILTIN;                      FIN00060
500070  1 0 DCL SLEEP ENTRY;                      FIN00070
          XINCLUDE STIMER;*****FIN00080
600010  1 0 DCL STIMER ENTRY RETURNS (FIXED BIN (31)); STI00010
          *****;                   FIN00080
          *****;                   FIN00090
600100  1 0     VP.WAIT.BOX = -1;                  FIN00100
600110  1 0     CALL QEVENT (VP.LEVEL+3+3,STIMER,'FINISH',VP.VPID,NULL); FIN00110
600120  1 0     CALL SLEEP;                        FIN00120
600140  1 0     END;                            FIN00130
                                  FIN00140

```

## SOURCE LISTING

NUMBER LEV NT

10 0 GBER: PROC (SVR,EVENT); GBE00010  
GBE00020  
30 1 0 DCL 1 SVR, XINCLUDE SVR;\*\*\*\*\* GBE00030  
70 NEXT PTR, SVR00010  
70 STIME FIXED BIN (31), SVR00020  
70 STIMEQ FIXED BIN (31), /\* ACCUMULATED STIME \*/ SVR00030  
70 RTIME FIXED BIN (31), SVR00040  
70 RRATE FIXED BIN (15,7), /\* REAL CPU TICK RATE \*/ SVR00050  
70 ID FIXED BIN SVR00060  
\*\*\*\*\* GBE00030  
200040 1 0 DCL 1 EVENT, XINCLUDE EVENT;\*\*\*\*\* GBE00040  
70 NEXT PTR, /\* NEXT EVENT \*/ EVE00010  
70 STIME FIXED BIN (31), EVE00020  
70 TYPE CHAR (12) VAR, EVE00030  
70 INDEX FIXED BIN (31), EVE00040  
70 PTR PTR EVE00050  
\*\*\*\*\* GBE00040  
400050 1 0 DCL STM FIXED BIN (31); GBE00050  
XINCLUDE PARAMS;\*\*\*\*\* GBE00060  
500010 1 0 DCL 1 PARAMS EXTERNAL STATIC, PAR00010  
2 THRU\_RATE FIXED BIN (31,7), PAR00020  
2 DELAY\_GB\_GC FIXED BIN (31), PAR00030  
2 DELAY\_GC\_GB FIXED BIN (31), PAR00040  
2 TERMINALS FIXED BIN; PAR00050  
PAR00060  
\*\*\*\*\* GBE00060  
600070 1 0 DCL STATS FILE EXTERNAL; GBE00070  
XINCLUDE PFLEVEL;\*\*\*\*\* GBE00080  
700010 1 0 DCL PT\_LEVEL PTR; PFL00010  
PFL00020  
700030 1 0 DCL 1 PF\_LEVEL BASED (PT\_LEVEL), PFL00030  
2 LEVEL FIXED BIN, PFL00040  
2 PTR PTR; PFL00050  
PFL00060  
\*\*\*\*\* GBE00080  
XINCLUDE PFMMSG;\*\*\*\*\* GBE00090  
800010 1 0 DCL PT\_MSG PTR; PFM00010  
PFM00020  
800030 1 0 DCL 1 PT\_MSG EASED (PT\_MSG), PFM00030  
2 LEN FIXED BIN, PFM00040  
2 TYPE CHAR (12) VAR, PFM00050  
2 PTR PTR; PFM00060  
PFM00070  
\*\*\*\*\* GBE00090  
XINCLUDE QEVENT;\*\*\*\*\* GBE00100  
GBE00110

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SHELL: A SIMULATOR FOR THE SOFTWARE TEST VEHICLE OF THE INFOPLEX--ETC(U)  
JAN 82 T TO  
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NUMBER LEV NT

900010	1	0	DCL QEVENT ENTRY (FIXED BIN, FIXED BIN (31), CHAR(*) VAR, FIXED BIN (31), PTR);	QEVO0010 QEVO0020 GBE00110 GBE00120 GBE00130 GBE00140 GBE00150 GBE00160 GBE00170 GBE00180 GBE00190 GBE00200 GBE00210 GBE00220
900130	1	0	*****	
900140	1	0	STM = EVENT.STIME + PARAMS.DELAY_GB_GC;	
900150	1	0	PT_LEVEL = EVENT.PTR;	
900160	1	0	PT_MSG = PF_LEVEL.PTR;	
900170	1	0	PUT FILE (STATS) SKIP EDIT (' GB: STIME = ',SVR.STIME, ' MSGLEN = ',PF_MSG.LEN) (A,F(11),A,F(11));	
900180	1	0	CALL QEVENT (PF_LEVEL.LEVEL+3+1,STM,'MSGIN',0,PT_MSG);	
900190	1	0	FREE PF_LEVEL;	
900200	1	0	SVR.STIME = EVENT.STIME;	
900220	1	0	END GBER;	

## SOURCE LISTING

NUMBER LEV NT

```

10      0 GCER: PROC (LOS,SVR,EVENT);          GCE00010
30      1 0 DCL 1 LOS,                      GCE00020
      70 LEVEL FIXED BIN,                   GCE00030
      70 SRO,                           LOS00010
      71 SIZE FIXED BIN,                  LOS00020
      71 MAX FIXED BIN,                 LOS00030
      70 DBB,                           LOS00040
      71 SIZE FIXED BIN,                  LOS00050
      71 MAX FIXED BIN,                 LOS00060
      70 VPS,                           LOS00070
      71 TABLE (      20),                LOS00080
      80 BDSA FIXED BIN (31),           /* ADDR (BOTTOM DSA) 1
      80 TDSA FIXED BIN (31),           /* ADDR (TOP DSA)
      80 SAVESIZE FIXED BIN (31),      /* SIZE OF AREA TO BE SAVED
      80 SAFE PTR,                     /* -> 1ST SAVBLK
      80 PROCNNAME CHAR (7) VAR,      /* NAME OF TOP LEVEL PROC
      80 STATUS CHAR (12) VAR,        /* VP 00050
      80 MAIL PTR,                     /* CHAIN OF INCOMING MAIL
      80 WAIT,                          VP 00060
      81 BOX FIXED BIN,                /* BOX AWAITING MAIL
      81 MSG PTR,                     /* MSG IN WAIT.BOX
      80 VPID FIXED BIN,              /* INDEX IN THE VPST
      80 LEVEL FIXED BIN,              /* LEVEL
      80 VTIME FIXED BIN (31)        VP 00130
;                                     GCE00030
300040  1 0 DCL 1 SVR,                  GCE00040
      70 NEXT PTR,                   SVR00010
      70 STIME FIXED BIN (31),       SVR00020
      70 STIMEQ FIXED BIN (31),      /* ACCUMULATED STIME 0
      70 RTIME FIXED BIN (31),       /* REAL CPU TICK RATE
      70 RRATE FIXED BIN (15,7),     /* SVR00030
      70 ID FIXED BIN,              SVR00040
;                                     SVR00050
500050  1 0 DCL 1 EVENT,                SVR00060
      70 NEXT PTR,                   GCE00040
      70 STIME FIXED BIN (31),       GCE00050
      70 TYPE CHAR (12) VAR,        /* NEXT EVENT 0
      70 INDEX FIXED BIN (31),      EVE00010
      70 PTR PTR,                   EVE00020
;                                     EVE00030
800010  1 0 DCL 1 PARAMS_EXTERNAL STATIC,
      2 THRU_RATE FIXED BIN (31,7),  EVE00040
      2 DELAY_GB_GC FIXED BIN (31),  EVE00050
      2 DELAY_GC_GB FIXED BIN (31),  PAR00010
      2 TERMINALS FIXED BIN;        PAR00020
                                         PAR00030
                                         PAR00040
                                         PAR00050

```

NUMBER LEV NT

```

800070 1 0 DCL STATS FILE EXTERNAL;
900010 1 0 DCL QEVENT ENTRY (FIXED BIN, FIXED BIN (31), CHAR(0) VAR,
                                FIXED BIN (31), PTR);
900100 1 0 DCL MAX BUILTIN;
900120 1 0      PUT FILE (STATS) SKIP EDIT (' GC (',LOS.LEVEL,'): ',EVENT.TYPE,
                                ' DELAY = ',MAX(0,SVR.STIME-EVENT.STIME))
                                (A,F(2),A,(6),A,F(11));
900160 1 0      IF (EVENT.TYPE = 'MSGIN') THEN CALL GCERIN;
900170 1 0      ELSE CALL GCEROUT;
900190 1 0      RETURN;

900220 1 0 GCERIN: PROC;
1000010 2 0 DCL PT_MSG PTR;
1000030 2 0 DCL 1 PF_MSG BASED (PT_MSG),
          2 LEN FIXED BIN,
          2 TYPE CHAR (12) VAR,
          2 PTR PTR;
1000250 2 0 DCL STM FIXED BIN (31);

1000270 2 0      PT_MSG = EVENT.PTR;
1000280 2 0      IF (PF_MSG.TYPE = 'S') THEN DO;
1000290 2 1          LOS.SRQ.SIZE = LOS.SRQ.SIZE + PF_MSG.LEN;
1000300 2 1          LOS.SRQ.MAX = MAX (LOS.SRQ.MAX, LOS.SRQ.SIZE);
1000310 2 1      END;
1000320 2 0      ELSE DO; /* PF_MSG.TYPE = 'D' */
1000330 2 1          LOS.DBB.SIZE = LOS.DBB.SIZE + 1;
1000340 2 1          LOS.DBB.MAX = MAX (LOS.DBB.MAX, LOS.DBB.SIZE);
1000350 2 1      END;

1000370 2 0      STM = SVR.STIME + PARAMS.THRU_RATE * PF_MSG.LEN;
1000380 2 0      CALL QEVENT (LOS.LEVEL+3+2,STM,PF_MSG.TYPE,0,PF_MSG.PTR);
1000390 2 0      FREE PF_MSG;
1000400 2 0      SVR.STIMEQ = SVR.STIMEQ + STM - SVR.STIME;
1000410 2 0      SVR.STIME = STM;

1000430 2 0 END GCERIN;

1000460 1 0 GCEROUT: PROC;
1100010 2 0 DCL PT_LEVEL PTR;

```

GCE00070  
GCE00080  
QE000010  
QE000020  
GCE00100  
GCE00110  
GCE00120  
GCE00130  
GCE00140  
GCE00150  
GCE00160  
GCE00170  
GCE00180  
GCE00190  
GCE00200  
GCE00210  
GCE00220  
GCE00230  
PFM00010  
PFM00020  
PFM00030  
PFM00040  
PFM00050  
PFM00060  
GCE00250  
GCE00260  
GCE00270  
GCE00280  
GCE00290  
GCE00300  
GCE00310  
GCE00320  
GCE00330  
GCE00340  
GCE00350  
GCE00360  
GCE00370  
GCE00380  
GCE00390  
GCE00400  
GCE00410  
GCE00420  
GCE00430  
GCE00440  
GCE00450  
GCE00460  
GCE00470  
PFL00010  
PFL00020

NUMBER LEV NT

R

1100030	2	0	DCL 1 PF_LEVEL BASED (PT_LEVEL), 2 LEVEL FIXED BIN, 2 PTR PTR;	PFL00030 PFL00040 PFL00050 PFM00010 PFM00020
1200010	2	0	DCL PT_MSG PTR;	PFM00030 PFM00040 PFM00050 PFM00060
1200030	2	0	DCL 1 PF_MSG BASED (PT_MSG), 2 LEN FIXED BIN, 2 TYPE CHAR (12) VAR, 2 PTR PTR;	GCE00500 GCE00510
1200500	2	0	DCL STM FIXED BIN (31);	GCE00520 GCE00530
1200520	2	0	STM = SVR.STIME + PARAMS.DELAY_GC_GB;	GCE00540
1200530	2	0	CALL QEVENT (0,STM,'MSG',0,EVENT.PTR);	GCE00550
1200540	2	0	PT_LEVEL = EVENT.PTR;	GCE00560
1200550	2	0	PT_MSG = PF_LEVEL.PTR;	GCE00570
1200560	2	0	STM = PARAMS.THRU_RATE * PF_MSG.LEN;	GCE00580
1200570	2	0	SVR.STIMEQ = SVR.STIMEQ + STM;	GCE00590
1200580	2	0	SVR.STIME = SVR.STIME + STM;	GCE00600
1200600	2	0	END GCEROUT;	GCE00610
1200630	1	0	END GCER;	GCE00620
				GCE00630

## SOURCE LISTING

NUMBER LEV NT

10	0	QEVENT: PROC (IQ,STIME,TYPE,INDEX,PTR);	QEVO0010
100010	1	0 DCL SQUEUE (0: 6) PTR EXTERNAL STATIC;	QEVO0020
100020	1	0 DCL EQUEUE (0: 6) PTR EXTERNAL STATIC;	QS 00010 1
100030			QS 00020 1
100040			QEVO0030
100050			QEVO0040
100060			QEVO0050
100070	1	0 DCL EPT PTR;	QEVO0060
		100080 1 0 DCL 1 EVENT BASED (EPT),	QEVO0070
		70 NEXT PTR,	/* EVE00010
		70 STIME FIXED BIN (31),	EVE00020
		70 TYPE CHAR (12) VAR,	EVE00030
		70 INDEX FIXED BIN (31),	EVE00040
		70 PTR PTR	EVE00050
		;	QEVO0070
200090	1	0 DCL IQ FIXED BIN;	QEVO0080
200100	1	0 DCL STIME FIXED BIN (31);	QEVO0090
200110	1	0 DCL TYPE CHAR(+) VAR;	QEVO0100
200120	1	0 DCL INDEX FIXED BIN (31);	QEVO0110
200130	1	0 DCL PTR PTR;	QEVO0120
200140			QEVO0130
200150	1	0 DCL ADDQ ENTRY;	QEVO0140
200160	1	0 DCL NULL BUILTIN;	QEVO0150
200170			QEVO0160
200180	1	0 ALLOCATE EVENT;	QEVO0170
200190	1	0 EVENT.NEXT = NULL;	QEVO0180
200200	1	0 EVENT.STIME = STIME;	QEVO0190
200210	1	0 EVENT.TYPE = TYPE;	QEVO0200
200220	1	0 EVENT.INDEX = INDEX;	QEVO0210
200230	1	0 EVENT.PTR = PTR;	QEVO0220
200240	1	0 CALL ADDQ (EQUEUE(IQ),EPT);	QEVO0230
200250			QEVO0240
200260	1	0 END QEVENT;	QEVO0250
			QEVO0260

## SOURCE LISTING

NUMBER LEV NT

10 0 SAHER: PROC (LOS,SVR,EVENT);

30 1 0 DCL 1 LOS,  
 70 LEVEL FIXED BIN,  
 70 SRQ,  
 71 SIZE FIXED BIN,  
 71 MAX FIXED BIN,  
 70 DBB,  
 71 SIZE FIXED BIN,  
 71 MAX FIXED BIN,  
 70 VPS,  
 71 TABLE ( 20),  
 80 BDSA FIXED BIN (31), /\* ADDR (BOTTOM DSA)  
 80 TDSA FIXED BIN (31), /\* ADDR (TOP DSA)  
 80 SAVESIZE FIXED BIN (31), /\* SIZE OF AREA TO BE SAVED  
 80 SAFE PTR, /\* -> 1ST SAVBLK  
 80 PROCNAME CHAR (7) VAR, /\* NAME OF TOP LEVEL PROC  
 80 STATUS CHAR (12) VAR,  
 80 MAIL PTR, /\* CHAIN OF INCOMING MAIL  
 80 WAIT,  
 81 BOX FIXED BIN, /\* BOX AWAITING MAIL  
 81 MSG PTR, /\* MSG IN WAIT.BOX  
 80 VPID FIXED BIN,  
 80 LEVEL FIXED BIN,  
 80 VTIME FIXED BIN (31) /\* LEVEL

1031

300040 1 0 DCL 1 SVR,  
 70 NEXT PTR,  
 70 STIME FIXED BIN (31), /\* ACCUMULATED STIME  
 70 STIMEQ FIXED BIN (31), /\*  
 70 RTIME FIXED BIN (31), /\*  
 70 RRATE FIXED BIN (15.7), /\* REAL CPU TICK RATE  
 70 ID FIXED BIN

500050 1 0 DCL 1 EVENT,  
 70 NEXT PTR, /\* NEXT EVENT  
 70 STIME FIXED BIN (31), /\*  
 70 TYPE CHAR (12) VAR,  
 70 INDEX FIXED BIN (31), /\*  
 70 PTR PTR

700070 1 0 DCL (THISLOS,THISSVR) PTR EXTERNAL STATIC;  
 700080 1 0 DCL STM FIXED BIN (31);  
 800010 1 0 DCL 1 PARAMS EXTERNAL STATIC,  
 2 THRU\_RATE FIXED BIN (31.7);

SAH00010  
 SAH00020  
 SAH00030  
 LOS00010  
 LOS00020  
 LOS00030  
 LOS00040  
 LOS00050  
 LOS00060  
 LOS00070  
 LOS00080  
 LOS00090  
 /\*VP 00010  
 /\*VP 00020  
 /\*VP 00030  
 /\*VP 00040  
 /\*VP 00050  
 VP 00060  
 /\*VP 00070  
 VP 00080  
 /\*VP 00090  
 /\*VP 00100  
 /\*VP 00110  
 /\*VP 00120  
 VP 00130  
 SAH00030  
 SAH00040  
 SVR00010  
 SVR00020  
 /\*SVR00030  
 SVR00040  
 /\*SVR00050  
 SVR00060  
 SAH00040  
 SAH00050  
 /\* EVE00010  
 EVE00020  
 EVE00030  
 EVE00040  
 EVE00050  
 SAH00050  
 SAH00060  
 SAH00070  
 SAH00080  
 PAR00010  
 PAR00020

NUMBER LEV NT

```

2 DELAY_GB_GC FIXED BIN (31);
2 DELAY_GC_GB FIXED BIN (31);
2 TERMINALS FIXED BIN;
900010 1 0 DCL 1 DEBUG EXTERNAL STATIC,
2 SLEEPS BIT(1) INIT ('0'8),
2 SAHERS BIT(1) INIT ('0'8),
2 SCHEDULERS BIT(1) INIT ('0'8),
2 SHELLS BIT(1) INIT ('0'8),
2 AAHERS BIT(1) INIT ('0'8);

900120 1 0 DCL (ADDR,NULL) BUILTIN;
1000010 1 0 DCL STIMER ENTRY RETURNS (FIXED BIN (31));
1000140 1 0 DCL VPER ENTRY;

1000160 1 0 THISLOS = ADDR (LOS);
1000170 1 0 THISSVR = ADDR (SVR);

1000190 1 0 IF (DEBUG.SAHERS) THEN DO;
1000200 1 1 PUT SKIP EDIT (' SAHER: LEVEL = ',LOS.LEVEL,
  ' S = (' ,SVR.ID,SVR.STIME,'),
  ' E = (' ,EVENT.TYPE,EVENT.STIME,')
  (A,F(2),A,F(2),F(11),A,A,A(12),F(11),A);
1000240 1 1 END;

1000260 1 0 IF (EVENT.TYPE = 'LOGMSG') THEN DO;
1000270 1 1 CALL MAILMAN (LOS.VPS, EVENT.PTR);
1000280 1 1 END;
1000290 1 0 ELSE IF (EVENT.TYPE = 'SYNC') THEN DO;
1000300 1 1 IF (LOS.VPS.TABLE(EVENT.INDEX).STATUS = 'RUNNING') THEN
  LOS.VPS.TABLE(EVENT.INDEX).STATUS = 'RUNNABLE';
  /* DO NOT CHANGE NASCENT */
1000330 1 1 END;
1000340 1 0 ELSE IF (EVENT.TYPE = 'WAIT') THEN DO;
  /* WAIT.BOX WAS SET EARLIER */
  LOS.VPS.TABLE(EVENT.INDEX).STATUS = 'BLOCKED';
1000360 1 1 END;
1000370 1 1 END;
1000380 1 0 ELSE IF (EVENT.TYPE = 'FINISH') THEN DO;
  /* WAIT.BOX WAS SET EARLIER */
  LOS.VPS.TABLE(EVENT.INDEX).STATUS = 'VOID';
1000400 1 1 END;
1000410 1 1 END;
1000420 1 0 ELSE DO; /* EVENT.TYPE = INIT */
  CALL INITER (LOS.VPS);
1000430 1 1 RETURN; /* DO NOT SCHEDULE */
1000440 1 1 END;
1000450 1 1 END;

1000470 1 0 CALL CHECK_MAIL (LOS.VPS);
1000480 1 0 CALL SCHEDULER (LOS.VPS);

1000500 1 0 STM = STIMER;

```

NUMBER LEV NT

1000510	1	0	SVR.STIMEQ = SVR.STIMEQ + STM - SVR.STIME;	SAH00510
1000520	1	0	SVR.STIME = STM;	SAH00520
1000540	1	0	RETURN;	SAH00530
1000570	1	0	MAILMAN: PROC (VPS, PT_ADDR);	SAH00540
1000590	2	0	DCL 1 VPS, 2 TABLE ( 20), 80 BDSA FIXED BIN (31), /* ADDR (BOTTOM DSA) 80 TDSA FIXED BIN (31), /* ADDR (TOP DSA) 80 SAVESIZE FIXED BIN (31), /* SIZE OF AREA TO BE SAVED 80 SAFE PTR, /* -> 1ST SAVBLK 80 PROCNAME CHAR (7) VAR, /* NAME OF TOP LEVEL PROC 80 STATUS CHAR (12) VAR, 80 MAIL PTR, /* CHAIN OF INCOMING MAIL 80 WAIT, 81 BOX FIXED BIN, /* BOX AWAITING MAIL 81 MSG PTR, /* MSG IN WAIT.BOX 80 VPID FIXED BIN, /* INDEX IN THE VPST 80 LEVEL FIXED BIN, /* LEVEL 80 VTIME FIXED BIN (31)	SAH00550 SAH00560 SAH00570 SAH00580 SAH00590 */VP 00010 */VP 00020 */VP 00030 */VP 00040 */VP 00050 VP 00060 */VP 00070 VP 00080 */VP 00090 */VP 00100 */VP 00110 */VP 00120 VP 00130 SAH00590 PFA00010 PFA00020 PFA00030 PFA00040 PFA00050 PFA00060 BOX00010 BOX00020 BOX00030 BOX00040 BOX00050 BOX00060 SAH00620 SAH00630 CON00010 SAH00650 SAH00660 SAH00670 SAH00680 SAH00690 SAH00700 SAH00710 SAH00720 SAH00730 SAH00740 SAH00750
1200010	2	0	DCL PT_ADDR PTR;	PFA00010 PFA00020 PFA00030 PFA00040 PFA00050 PFA00060
1200030	2	0	DCL 1 PF_ADDR BASED (PT_ADDR), 2 VPID FIXED BIN, 2 BOXID FIXED BIN, 2 PTR PTR;	BOX00010 BOX00020 BOX00030 BOX00040 BOX00050 BOX00060
1300010	2	0	DCL BOXPT PTR;	SAH00620 SAH00630 CON00010 SAH00650 SAH00660 SAH00670 SAH00680 SAH00690 SAH00700 SAH00710 SAH00720 SAH00730 SAH00740 SAH00750
1300030	2	0	DCL 1 BOX BASED (BOXPT), 2 NEXT PTR, 2 ID FIXED BIN, 2 LIST PTR;	SAH00620 SAH00630 CON00010 SAH00650 SAH00660 SAH00670 SAH00680 SAH00690 SAH00700 SAH00710 SAH00720 SAH00730 SAH00740 SAH00750
1300020	2	0	DCL VPID FIXED BIN;	SAH00620 SAH00630 CON00010 SAH00650 SAH00660 SAH00670 SAH00680 SAH00690 SAH00700 SAH00710 SAH00720 SAH00730 SAH00740 SAH00750
1400010	2	0	DCL CONS ENTRY (PTR, PTR) RETURNS (PTR);	SAH00620 SAH00630 CON00010 SAH00650 SAH00660 SAH00670 SAH00680 SAH00690 SAH00700 SAH00710 SAH00720 SAH00730 SAH00740 SAH00750
1400050	2	0	VPID = PF_ADDR.VPID;	SAH00620 SAH00630 CON00010 SAH00650 SAH00660 SAH00670 SAH00680 SAH00690 SAH00700 SAH00710 SAH00720 SAH00730 SAH00740 SAH00750
1400070	2	0	IF (VPS.TABLE(VPID).STATUS = 'VOID') THEN DO;	SAH00620 SAH00630 CON00010 SAH00650 SAH00660 SAH00670 SAH00680 SAH00690 SAH00700 SAH00710 SAH00720 SAH00730 SAH00740 SAH00750
1400080	2	1	PUT SKIP EDIT ( 'WARNING: ILLEGAL ADDRESS ',LOS.LEVEL, '/',VPID) (A,F(2),A,F(2));	SAH00620 SAH00630 CON00010 SAH00650 SAH00660 SAH00670 SAH00680 SAH00690 SAH00700 SAH00710 SAH00720 SAH00730 SAH00740 SAH00750
14000700	2	1	FREE PF_ADDR;	SAH00620 SAH00630 CON00010 SAH00650 SAH00660 SAH00670 SAH00680 SAH00690 SAH00700 SAH00710 SAH00720 SAH00730 SAH00740 SAH00750
14000720	2	1	/* CANNOT FREE VARIABLE FORMAT MSG */	SAH00620 SAH00630 CON00010 SAH00650 SAH00660 SAH00670 SAH00680 SAH00690 SAH00700 SAH00710 SAH00720 SAH00730 SAH00740 SAH00750
14000730	2	1	RETURN;	SAH00620 SAH00630 CON00010 SAH00650 SAH00660 SAH00670 SAH00680 SAH00690 SAH00700 SAH00710 SAH00720 SAH00730 SAH00740 SAH00750
14000730	2	1	END;	SAH00620 SAH00630 CON00010 SAH00650 SAH00660 SAH00670 SAH00680 SAH00690 SAH00700 SAH00710 SAH00720 SAH00730 SAH00740 SAH00750
14000750	2	0	BOXPT = VPS.TABLE(VPID).MAIL;	SAH00620 SAH00630 CON00010 SAH00650 SAH00660 SAH00670 SAH00680 SAH00690 SAH00700 SAH00710 SAH00720 SAH00730 SAH00740 SAH00750

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1400760	2 0	DO WHILE (BOXPT ^= NULL);	SAH00760
1400770	2 1	IF BOX.ID = PF_ADDR.BOXID THEN GOTO FOUND;	SAH00770
1400780	2 1	BOXPT = BOX.NEXT;	SAH00780
1400790	2 1	END;	SAH00790
		/* CREATE NEW BOX */	SAH00800
1400820	2 0	ALLOCATE BOX;	SAH00820
1400830	2 0	BOX.ID = PF_ADDR.BOXID;	SAH00830
1400840	2 0	BOX.LIST = NULL;	SAH00840
1400850	2 0	BOX.NEXT = VPS.TABLE(VPID).MAIL;	SAH00850
1400860	2 0	VPS.TABLE(VPID).MAIL = BOXPT;	SAH00860
1400870			SAH00870
1400880	2 0	FOUND:	SAH00880
		BOX.LIST = CONS(PF_ADDR.PTR, BOX.LIST);	SAH00890
1400900	2 0	FREE PF_ADDR;	SAH00900
1400920	2 0	END MAILMAN;	SAH00920
1400930			SAH00930
1400940			SAH00940
1400950	1 0	CHECK_MAIL: PROC (VPS);	SAH00950
1400960			SAH00960
1400970	2 0	DCL 1 VPS, 2 TABLE ( 20),	SAH00970
		80 BDSA FIXED BIN (31),   /* ADDR (BOTTOM DSA)	*/VP 00010
		80 TDSA FIXED BIN (31),   /* ADDR (TOP DSA)	*/VP 00020
		80 SAVESIZE FIXED BIN (31), /* SIZE OF AREA TO BE SAVED	*/VP 00030
		80 SAFE PTR,               /* -> 1ST SAVBLK	*/VP 00040
		80 PROCNAME CHAR (7) VAR, /* NAME OF TOP LEVEL PROC	*/VP 00050
		80 STATUS CHAR (12) VAR,	VP 00060
		80 MAIL PTR,              /* CHAIN OF INCOMING MAIL	*/VP 00070
		80 WAIT,	VP 00080
		81 BOX FIXED BIN,       /* BOX AWAITING MAIL	*/VP 00090
		81 MSG PTR,             /* MSG IN WAIT.BOX	*/VP 00100
		80 VPID FIXED BIN,     /* INDEX IN THE VPST	*/VP 00110
		80 LEVEL FIXED BIN,    /* LEVEL	*/VP 00120
		80 VTIME FIXED BIN (31)	VP 00130
		;	SAH00970
1600010	2 0	DCL BOXPT PTR;	SAH00980
1600030	2 0	DCL 1 BOX BASED (BOXPT),	BOX00010
		2 NEXT PTR,	BOX00020
		2 ID FIXED BIN,	BOX00030
		2 LIST PTR;	BOX00040
1700010	2 0	DCL LISTPT PTR;	BOX00050
1700030	2 0	DCL 1 LIST BASED (LISTPT),	BOX00060
		2 NEXT PTR,	LIS00010
		2 THIS PTR;	LIS00020
1701010	2 0	DCL 4V FIXED BIN;	LIS00030
			LIS00040
			LIS00050
			SAH01010

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1701020	2	0	DCL PT PTR;	SAH01020
1701040	2	0	DO IV = 1 TO 20;	SAH01030
1701050	2	1	IF VPS.TABLE(IV).STATUS = 'BLOCKED' THEN DO;	SAH01040 1
1701060	2	2	BOXPT = VPS.TABLE(IV).MAIL;	SAH01050
1701070	2	2	DO WHILE (BOXPT ^= NULL);	SAH01060
1701080	2	3	IF BOX.ID = VPS.TABLE(IV).WAIT.BOX THEN DO;	SAH01070
1701090	2	4	IF BOX.LIST ^= NULL THEN DO;	SAH01080
1701100	2	5	LISTPT = BOX.LIST;	SAH01090
1701110	2	5	PT = LIST.THIS;	SAH01100
1701120	2	5	BOX.LIST = LIST.NEXT;	SAH01110
1701130	2	5	FREE LIST;	SAH01120
1701140	2	5	VPS.TABLE(IV).WAIT.MSG = PT;	SAH01130
1701150	2	5	VPS.TABLE(IV).STATUS = 'RUNNABLE';	SAH01140
1701160	2	5	GOTO NEXT_VP;	SAH01150
1701170	2	5	END;	SAH01160
1701180	2	4	END;	SAH01170
1701190	2	3	BOXPT = BOX.NEXT;	SAH01180
1701200	2	3	END;	SAH01190
1701210	2	2	END;	SAH01200
1701220	2	1	NEXT_VP: END;	SAH01210
1701240	2	0	END CHECK_MAIL;	SAH01220
1701270	1	0	SCHEDULER: PROC (VPS);	SAH01230
1701290	2	0	DCL 1 VPS, 2 TABLE ( 20),	SAH01240
			80 BDSA FIXED BIN (31), /* ADDR (BOTTOM DSA)	SAH01250
			80 TDSA FIXED BIN (31), /* ADDR (TOP DSA)	SAH01260
			80 SAVESIZE FIXED BIN (31), /* SIZE OF AREA TO BE SAVED	SAH01270
			80 SAFE PTR, /* -> 1ST SAVBLK	SAH01280
			80 PROCNAME CHAR (7) VAR, /* NAME OF TOP LEVEL PROC	SAH01290 1
			80 STATUS CHAR (12) VAR,	*/VP 00010
			80 MAIL PTR, /* CHAIN OF INCOMING MAIL	*/VP 00020
			80 WAIT, /*	*/VP 00030
			81 BOX FIXED BIN, /* BOX AWAITING MAIL	*/VP 00040
			81 MSG PTR, /* MSG IN WAIT.BOX	*/VP 00050
			80 VPID FIXED BIN, /* INDEX IN THE VPST	*/VP 00060
			80 LEVEL FIXED BIN, /* LEVEL	*/VP 00070
			80 VTIME FIXED BIN (31)	*/VP 00080
			:	*/VP 00090
1801310	2	0	DCL (VTM,VTMO) FIXED BIN (31);	*/VP 00100
1801320	2	0	DCL YOUNGEST FIXED BIN;	*/VP 00110
1801330	2	0	DCL IV FIXED BIN;	*/VP 00120
1801350	2	0	YOUNGEST = 0;	*/VP 00130
1801360	2	0	VTMO = 2147483647;	SAH01320
				SAH01330
				SAH01340
				SAH01350
				SAH01360

NUMBER LEV NT

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1801380	2	0	DO IV = 1 TO 20;	SAH01370	1
1801390	2	1	IF (VPS.TABLE(IV).STATUS = 'RUNNABLE') {	SAH01380	
			(VPS.TABLE(IV).STATUS = 'NASCENT') THEN DO;	SAH01390	
1801410	2	2	VTM = VPS.TABLE(IV).VTIME;	SAH01400	
1801420	2	2	IF VTM < VTMO THEN DO;	SAH01410	
1801430	2	3	YOUNGEST = IV;	SAH01420	
1801440	2	3	VTMO = VTM;	SAH01430	
1801450	2	3	END;	SAH01440	
1801460	2	2	END;	SAH01450	
1801470	2	1	END;	SAH01460	
1801490	2	0	IF (DEBUG.SCHEDULER\$) THEN DO;	SAH01470	
1801500	2	1	PUT SKIP EDIT (' SCHEDULER: YOUNGEST = ',YOUNGEST) (A,F(3));	SAH01480	
1801510	2	1	END;	SAH01490	
1801530	2	0	IF (YOUNGEST > 0) THEN DO;	SAH01500	
1801540	2	1	CALL VPER (VPS.TABLE(YOUNGEST));	SAH01510	
1801550	2	1	END;	SAH01520	
1801570	2	0	END SCHEDULER;	SAH01530	
1801600	1	0	INITER: PROC (VPS);	SAH01540	
1801620	2	0	DCL 1 VPS, 2 TABLE ( 20),	SAH01550	
		80 BDSA FIXED BIN (31),	SAH01560		
		/* ADDR (BOTTOM DSA)	SAH01570		
		80 TDSA FIXED BIN (31),	SAH01580		
		/* ADDR (TOP DSA)	SAH01590		
		80 SAVESIZE FIXED BIN (31),	SAH01600		
		/* SIZE OF AREA TO BE SAVED	SAH01610		
		80 SAFE PTR,	SAH01620	1	
		/* -> 1ST SAVBLK	/* VP 00010		
		80 PROCNAMES CHAR (7) VAR,	/* VP 00020		
		/* NAME OF TOP LEVEL PROC	/* VP 00030		
		80 STATUS CHAR (12) VAR,	/* VP 00040		
		/* VP 00050	/* VP 00060		
		80 MAIL PTR,	/* VP 00070		
		/* CHAIN OF INCOMING MAIL	/* VP 00080		
		VP 00090	/* VP 00090		
		80 WAIT,	/* VP 00100		
		/* BOX AWAITING MAIL	/* VP 00110		
		81 MSG PTR,	/* VP 00120		
		/* MSG IN WAIT.BOX	/* VP 00130		
		80 VP10 FIXED BIN,	SAH01620		
		/* INDEX IN THE VPST	PAR00010		
		80 LEVEL FIXED BIN,	PAR00020		
		/* LEVEL	PAR00030		
		PAR00040	PAR00050		
		PAR00060	SAH01640		
2000010	2	0	DCL 1 PARAMS EXTERNAL STATIC,	MSG00010	
		2 THRU_RATE FIXED BIN (31,7),	MSG00020		
		2 DELAY_G8_GC FIXED BIN (31),	MSG00030		
		2 DELAY_G8_G8 FIXED BIN (31),	MSG00040		
		2 TERMINALS FIXED BIN;	MSG00050		
2100010	2	0	DCL IV FIXED BIN;	MSG00060	
2100020	2	0	DCL MSGLEN FIXED BIN;	MSG00070	
2100030	2	0	DCL MSGPT PTR;	MSG00080	
		DCL 1 MSG BASED (MSGPT),	MSG00090		

NUMBER LEV NT

R

```
2 LEN FIXED BIN,  
2 STR CHAR (MSGLEN REFER (LEN));  
2200010 2 0 DCL VPSTART ENTRY /* VP */. CHAR(+) VAR, PTR);  
  
2201680 2 0 MSGLEN = 16;  
2201690 2 0 DO IV = 1 TO PARAMS.TERMINALS;  
2201700 2 1 ALLOCATE MSG;  
2201710 2 1 MSG.STR = 'SET UP BY INITER';  
2201720 2 1 CALL VPSTART (VPS.TABLE(IV), 'TERM', MSGPT);  
2201730 2 1 END;  
  
2201750 2 0 END INITER;  
  
2201780 1 0 END SAHER;
```

```
MSG00040  
MSG00050  
VPS00010  
SAH01670  
SAH01680  
SAH01690  
SAH01700  
SAH01710  
SAH01720  
SAH01730  
SAH01740  
SAH01750  
SAH01760  
SAH01770  
SAH01780
```

## SOURCE LISTING

NUMBER LEV NT

```

10      0 SEND: PROC (LEVEL, VPID, BOXID, TYPE, LEN, MPT);           SEN00010
30      1 0 DCL (LEVEL, VPID, BOXID, LEN) FIXED BIN;                 SEN00020
40      1 0 DCL (TYPE) CHAR(*) VAR;                                 SEN00030
50      1 0 DCL (MPT, PT) PTR;                                     SEN00040
50      1 0 DCL (PT, PTR) PTR;                                     SEN00050
100010  1 0 DCL PT_ADDR PTR;                                     SEN00060
100010  1 0 DCL PT_ADDR PTR;                                     PFA00010
100010  1 0 DCL PT_ADDR PTR;                                     PFA00020
100030  1 0 DCL 1 PF_ADDR BASED (PT_ADDR),                   PFA00030
          2 VPID FIXED BIN,                                     PFA00040
          2 BOXID FIXED BIN,                                    PFA00050
          2 PTR PTR;                                         PFA00060
          PFA00070
          SEN00060
          *INCLUDE PFS;*****SEN00070
300010  1 0 DCL PT_S PTR;                                       PFS00010
300030  1 0 DCL 1 PF_S BASED (PT_S),                   PFS00020
          2 LEN FIXED BIN,                                     PFS00030
          2 PTR PTR;                                         PFS00040
          PFS00050
          PFS00060
          SEN00070
          *INCLUDE PFMSG;*****SEN00080
400010  1 0 DCL PT_MSG PTR;                                     PFM00010
400030  1 0 DCL 1 PF_MSG BASED (PT_MSG),                   PFM00020
          2 LEN FIXED BIN,                                     PFM00030
          2 TYPE CHAR (12) VAR,                                PFM00040
          2 PTR PTR;                                         PFM00050
          PFM00060
          PFM00070
          SEN00080
          *INCLUDE PFLEVEL;*****SEN00090
500010  1 0 DCL PT_LEVEL PTR;                                    PFL00010
500030  1 0 DCL 1 PF_LEVEL BASED (PT_LEVEL),                 PFL00020
          2 LEVEL FIXED BIN,                                    PFL00030
          2 PTR PTR;                                         PFL00040
          PFL00050
          PFL00060
          SEN00090
          *INCLUDE VPX;*****SEN00100
600010  1 0 DCL THISVP PTR EXTERNAL STATIC; /* -> CURRENT VP, SET BY VPER */VPX00010
          VPX00020
600030  1 0 DCL 1 VP BASED (THISVP), *INCLUDE VP;*****VPX00030
          80 BDSA FIXED BIN (31),      /* ADDR (BOTTOM DSA) */VP 00010
          80 TDSA FIXED BIN (31),      /* ADDR (TOP DSA) */VP 00020
          80 SAVESIZE FIXED BIN (31), /* SIZE OF AREA TO BE SAVED */VP 00030

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80 SAFE PTR,          /* -> 1ST SAVBLK      */VP 00040
80 PROCNAME CHAR (7) VAR,  /* NAME OF TOP LEVEL PROC */VP 00050
80 STATUS CHAR (12) VAR,   /* VP 00060
80 MAIL PTR,          /* CHAIN OF INCOMING MAIL */VP 00070
80 WAIT,              /* VP 00080
81 BOX FIXED BIN,     /* BOX AWAITING MAIL    */VP 00090
81 MSG PTR,           /* MSG IN WAIT.BOX      */VP 00100
80 VPID FIXED BIN,    /* INDEX IN THE VPST     */VP 00110
80 LEVEL FIXED BIN,   /* LEVEL                  */VP 00120
80 VTIME FIXED BIN (31)/* VP 00130
*****;                /* VPX00030
*****;                /* VPX00040
*****;                /* SEN00100
*****;                /* SEN00110
*****;                /* SEN00120
*****;                /* SEN00130
900010 1 0 DCL QEVENT ENTRY (FIXED BIN, FIXED BIN (31), CHAR(*) VAR,      QEV00010
          FIXED BIN (31), PTR);          QEV00020
*****;                /* SEN00140
1000010 1 0 DCL STIMER ENTRY RETURNS (FIXED BIN (31));          STI00010
*****;                /* SEN00150
1100010 1 0 DCL SVCER ENTRY (FIXED BIN, PTR);          SVC00010
*****;                /* SEN00160
1100150 1 0 DCL SYNC ENTRY;          SEN00170
1100170 1 0 IF (LEVEL = VP.LEVEL) & (VPID = 0) THEN DO;          SEN00180
1100180 1 1   CALL SYNC;          SEN00190
1100190 1 1   CALL SVCER (BOXID,MPT);          SEN00200
1100200 1 1   RETURN;          SEN00210
1100210 1 1 END;          SEN00220
1100230          /* SEN00230
1100240 1 0 ALLOCATE PF_ADDR;          SEN00240
1100250 1 0 PF_ADDR.BOXID = BOXID;          SEN00250
1100260 1 0 PF_ADDR.VPID = VPID;          SEN00260
1100270 1 0 PF_ADDR.PTR = MPT;          SEN00270
1100280          /* SEN00280
1100290 1 0 IF (LEVEL = VP.LEVEL) THEN DO;          SEN00290
1100300 1 1   CALL QEVENT (VP.LEVEL+3+3,STIMER,'LOGMSQ',0,PT_ADDR);  SEN00300
1100310 1 1 END;          SEN00310
1100320          /* SEN00320
1100330 1 0 ELSE DO; /* LEVEL ~= VP.LEVEL */          SEN00330
1100340 1 1   PT = PT_ADDR;          SEN00340
1100350 1 1   IF (TYPE = 'S') THEN DO;          SEN00350
1100360 1 2     ALLOCATE PF_S;          SEN00360
1100370 1 2     PF_S.LEN = LEN;          SEN00370
1100380 1 2     PF_S.PTR = PT_ADDR;          SEN00380
1100390 1 2     PT = PT_S;          SEN00390

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PL/I OPTIMIZING COMPILER

SEND: PROC (LEVEL,VPID,BOXID,TYPE,LEN,MPT);

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NUMBER LEV NT

```
1100400 1 2      END;
1100410 1 1      ALLOCATE PF_MSG;
1100420 1 1      PF_MSG.LEN = LEN+2;
1100430 1 1      PF_MSG.TYPE = TYPE;
1100440 1 1      PF_MSG.PTR = PT;
1100450 1 1      ALLOCATE PF_LEVEL;
1100460 1 1      PF_LEVEL.LEVEL = LEVEL;
1100470 1 1      PF_LEVEL.PTR = PT_MSG;
1100480 1 1      CALL QEVENT (VP.LEVEL+3+1,STIMER,'MSGOUT',0,PT_LEVEL);
1100490 1 1      END;
1100510 1 0  END SEND;
```

```
SEN00400
SEN00410
SEN00420
SEN00430
SEN00440
SEN00450
SEN00460
SEN00470
SEN00480
SEN00490
SEN00500
SEN00510
```

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## SOURCE LISTING

NUMBER LEV NT

10	0	SHELL: PROC OPTIONS (MAIN);	SHE00010
30	4	0 DCL PLIXOPT CHAR(40) VAR EXTERNAL STATIC INIT ('ISASIZE(-50K)');	SHE00020 SHE00030 SHE00040 SHE00050 QS 00010 1 QS 00020 1 SHE00080 1
100010	1	0 DCL SQUEUE (0: 6) PTR EXTERNAL STATIC;	LOS00010
100020	1	0 DCL EQUEUE (0: 6) PTR EXTERNAL STATIC;	LOS00020
100080	1	0 DCL 1 LOSES (0: 1) STATIC, 70 LEVEL FIXED BIN, 70 SRQ, 71 SIZE FIXED BIN, 71 MAX FIXED BIN, 70 DB6, 71 SIZE FIXED BIN, 71 MAX FIXED BIN, 70 VPS, 71 TABLE ( 20), 80 BDSA FIXED BIN (31), /* ADDR (BOTTOM DSA) 80 TDQA FIXED BIN (31), /* ADDR (TOP DSA) 80 SAVESIZE FIXED BIN (31), /* SIZE OF AREA TO BE SAVED 80 SAFE PTR, /* -> 1ST SAVBLK 80 PROCNAME CHAR (7) VAR, /* NAME OF TOP LEVEL PROC 80 STATUS CHAR (12) VAR, /* VP 00060 80 MAIL PTR, /* CHAIN OF INCOMING MAIL 80 WAIT, 81 BOX FIXED BIN, /* BOX AWAITING MAIL 81 MSG PTR, /* MSG IN WAIT.BOX 80 VPID FIXED BIN, /* INDEX IN THE VPST 80 LEVEL FIXED BIN, 80 VTIME FIXED BIN (31)	/*/VP 00010 /*/VP 00020 /*/VP 00030 /*/VP 00040 /*/VP 00050 VP 00060 /*/VP 00070 VP 00080 /*/VP 00090 /*/VP 00100 /*/VP 00110 /*/VP 00120 VP 00130 SHE00080 SHE00090 SHE00100 /*/EVE00010 EVE00020 EVE00030 EVE00040 EVE00050 SHE00100 SHE00110 SHE00120 SHE00130 SHE00140 SHE00150 SHE00160 SHE00170 SHE00180 SHE00190 SHE00200 /*/SHE00230 SHE00240 /*/SHE00250 SHE00260
400090	1	0 DCL (EPT,SPT) PTR;	SHE00090
400100	1	0 DCL 1 EVENT BASED (EPT), 70 NEXT PTR, 70 STIME FIXED BIN (31), 70 TYPE CHAR (12) VAR, 70 INDEX FIXED BIN (31), 70 PTR PTR	/*/EVE00010 EVE00020 EVE00030 EVE00040 EVE00050 SHE00100 SHE00110 SHE00120 SHE00130 SHE00140 SHE00150 SHE00160 SHE00170 SHE00180 SHE00190 SHE00200 /*/SHE00230 SHE00240 /*/SHE00250 SHE00260
500110	1	0 DCL 1 SVR BASED (SPT), 70 NEXT PTR, 70 STIME FIXED BIN (31), 70 STIMEQ FIXED BIN (31), /* ACCUMULATED STIME 70 RTIME FIXED BIN (31), 70 RRATE FIXED BIN (15,7), /* REAL CPU TICK RATE 70 ID FIXED BIN	SHE00100 SHE00110 SHE00120 SHE00130 SHE00140 SHE00150 SHE00160 SHE00170 SHE00180 SHE00190 SHE00200 /*/SHE00230 SHE00240 /*/SHE00250 SHE00260

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NUMBER LEV NT

R

```

600120 1 0 DCL (I,LEVEL,EARLIEST) FIXED BIN;          SHE00110
600130 1 0 DCL (STM,STM0) FIXED BIN (31);          SHE00120
600140 1 0 DCL DAT CHAR(6);                         SHE00130
600150 1 0 DCL TIM CHAR(9);                         SHE00140
600160 1 0 DCL (YR,MO,DY,HR,MN) CHAR(2);          SHE00150
600170 1 0 DCL STATS FILE OUTPUT EXTERNAL;        SHE00160
700010 1 0 DCL 1 DEBUG EXTERNAL STATIC,             DEB00010
          2 SLEEPS BIT(1) INIT ('0'8),                 DEB00020
          2 SAHERS BIT(1) INIT ('0'8),                 DEB00030
          2 SCHEDULERS BIT(1) INIT ('0'8),              DEB00040
          2 SHELLS BIT(1) INIT ('0'8),                 DEB00050
          2 AAHERS BIT(1) INIT ('0'8);                 DEB00060
700200 1 0 DCL (ADDR,NULL,MAX,MOD,DATE,TIME,SUBSTR) BUILTIN; SHE00190
700210 1 0 DCL (ADDG,DEBUGR) ENTRY;                 SHE00200
800010 1 0 DCL RTIMER ENTRY RETURNS (FIXED BIN (31)); RTI00010
900010 1 0 DCL QEVENT ENTRY (FIXED BIN, FIXED BIN (31), CHAR(0) VAR, QEVT0010
          FIXED BIN (31), PTR);                   QEVT0020
900240 1 0 DCL (GBER,GCER,SAHER,AAHER) ENTRY;      SHE00240
          OPEN FILE (STATS) TITLE ('STATS');          SHE00250
900280 1 0 DAT = DATE;                            SHE00260
900290 1 0 TIM = TIME;                            SHE00270
900300 1 0 YR = SUBSTR(DAT,1,2);                 SHE00280
900310 1 0 MO = SUBSTR(DAT,3,2);                 SHE00290
900320 1 0 DY = SUBSTR(DAT,5,2);                 SHE00300
900330 1 0 HR = SUBSTR(TIM,1,2);                 SHE00310
900340 1 0 MN = SUBSTR(TIM,3,2);                 SHE00320
900350 1 0 PUT FILE (STATS) SKIP EDIT (' *** ',YR,'/',MO,'/',DY,' ', SHE00330
          HR,';',MN)                                SHE00340
          (A,A(2),A,A(2),A,A(2),A,A(2));          SHE00350
900380 1 0 PUT FILE (STATS) SKIP EDIT (' *** PARAMETERS: ') (A); SHE00360
900390 1 0 PUT FILE (STATS) SKIP (2);              SHE00370
900400 1 0 CALL DEBUGR;                           SHE00380
900410 1 0 CALL SET_L0S;                          SHE00390
900420 1 0 CALL SET_O;                           SHE00400
900430 1 0 CALL SET_P;                           SHE00410
900440 1 0 PUT SKIP (3) LIST (' START SIMULATION...'); SHE00420
900450 1 0 PUT SKIP (3);                          SHE00430
900460 1 0 PUT FILE (STATS) SKIP (3) EDIT (' *** SIMULATION: ') (A); SHE00440
900470 1 0 PUT FILE (STATS) SKIP (2);              SHE00450
900490 1 0 LOOP:                                SHE00460
          EARLIEST = -1;                          SHE00470
900520 1 0 STM0 = 2147483647;                   SHE00480
          SHE00490
          SHE00500
          SHE00510
          SHE00520
          SHE00530

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NUMBER LEV NT

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900540 1 0 DO I = 0 TO 6;
900550 1 1 IF (QUEUE(I) = NULL) THEN DO;
900560 1 2 EPT = QUEUE(I);
900570 1 2 SPT = QUEUE(I);
900580 1 2 STM = MAX (EVENT.STIME,SVR.STIME);
900590 1 2 IF (STM < STM0) THEN DO;
900600 1 3 EARLIEST = I;
900610 1 3 STM0 = STM;
900620 1 3 END;
900630 1 2 END;
900640 1 1 END;

900660 1 0 IF (DEBUG.SHELL$) THEN DO;
900670 1 1 PUT SKIP EDIT (' SHELL: EARLIEST = ',EARLIEST) (A,F(2));
900680 1 1 END;
900690 1 0 IF (EARLIEST = -1) THEN GOTO EXIT;

900710 1 0 EPT = QUEUE(EARLIEST);
900720 1 0 SPT = QUEUE(EARLIEST);
900730 1 0 QUEUE(EARLIEST) = EVENT.NEXT;
900740 1 0 LEVEL = (EARLIEST-1)/3;
900750 1 0 SVR.STIME = STM0;
900760 1 0 SVR.RTIME = RTIMER;

900780 1 0 IF (EARLIEST = 0) THEN DO;
900790 1 1 CALL GBER (SVR,EVENT);
900800 1 1 END;
900810 1 0 ELSE IF (MOD(EARLIEST,3) = 1) THEN DO; /* GC */
900820 1 1 CALL GCER (LOSES(LEVEL),SVR,EVENT);
900830 1 1 END;
900840 1 0 ELSE IF (MOD(EARLIEST,3) = 2) THEN DO; /* AAH */
900850 1 1 CALL AAHER (LOSES(LEVEL),SVR,EVENT);
900860 1 1 END;
900870 1 0 ELSE DO; /* SAH */
900880 1 1 CALL SAHER (LOSES(LEVEL),SVR,EVENT);
900890 1 1 END;

900910 1 0 FREE EVENT;
900920 1 0 IF (EARLIEST ^= 0) & (MOD(EARLIEST,3) ^= 1) THEN DO;
900930 1 1 QUEUE(EARLIEST) = SVR.NEXT;
900940 1 1 SVR.NEXT = NULL;
900950 1 1 CALL ADDQ (QUEUE(EARLIEST),SPT);
900960 1 1 END;

900980 1 0 GOTO LOOP;

901000 1 0 EXIT:
PUT FILE (STATS) SKIP (3) EDIT (' *** STATISTICS: ') (A);

```

NUMBER LEV NT

```

901030 1 0      PUT FILE (STATS) SKIP (2);          SHE01030
901040 1 0      CALL REPORT;                      SHE01040
901050 1 0      CLOSE FILE (STATS);                SHE01050
901060 1 0      RETURN;                           SHE01060
901070 1 0
901080 1 0
901090 1 0      SET_LOS: PROC;                   SHE01090
901100 2 0      DCL (L,IV) FIXED BIN;            SHE01100
901110 2 0      DO L = 0 TO      1;             SHE01110
901120 2 1      LOSES(L).LEVEL = L;            SHE01120
901130 2 1      LOSES(L).SRQ.SIZE = 0;          SHE01130 1
901140 2 1      LOSES(L).SRQ.MAX = 0;          SHE01140
901150 2 1      LOSES(L).OBB.SIZE = 0;          SHE01150
901160 2 1      LOSES(L).OBB.MAX = 0;          SHE01160
901170 2 1      LOSES(L).IV = 1 TO      20;        SHE01170
901180 2 1      DO IV = 1 TO      20;          SHE01180
901190 2 1      LOSES(L).VPS.TABLE(IV).LEVEL = L;  SHE01190 1
901200 2 2      LOSES(L).VPS.TABLE(IV).VPID = IV; SHE01200
901210 2 2      LOSES(L).VPS.TABLE(IV).STATUS = 'VOID'; SHE01210
901220 2 2
901230 2 2      END;                           SHE01220
901240 2 1      END;                           SHE01230
901250 2 0      END SET_LOS;                  SHE01240
901260 2 0
901270 1 0      SET_Q: PROC;                   SHE01250
901280 1 0
901290 1 0
901300 2 0      DCL (IO,L,NP,IP) FIXED BIN;      SHE01260
901310 2 0      DCL (RRATE) FIXED BIN (15.7);    SHE01270
901320 2 0
901330 2 0      DO IO = 0 TO      6;            SHE01280
901340 2 1      EQUEUE(IO) = NULL;            SHE01290
901350 2 1      SQUEUE(IO) = NULL;            SHE01300
901360 2 1      END;                           SHE01310
901370 2 1
901380 2 0      DO L = 0 TO      1;            SHE01320
901390 2 1      PUT SKIP EDIT (' LEVEL ',L,' : ') (A,F(2),A); SHE01330
901400 2 1      PUT FILE (STATS) SKIP EDIT (' LEVEL ',L,' : ') (A,F(2),A); SHE01340 1
901410 2 1      PUT SKIP LIST (' NO. OF PROCESSORS, RRATE> ') ; SHE01350
901420 2 1      GET LIST (NP,RRATE);          SHE01360
901430 2 1      PUT FILE (STATS) DATA (NP,RRATE); SHE01370
901440 2 1
901450 2 1      DO IP = 1 TO NP;            SHE01380
901460 2 2      CALL NEW_SVR(RRATE,IP,SQUEUE(L+3+2)); SHE01390 1
901470 2 2      CALL NEW_SVR(RRATE,IP,SQUEUE(L+3+3)); SHE01400
901480 2 2      END;                           SHE01410
901490 2 1      CALL NEW_SVR(RRATE,1,SQUEUE(L+3+1)); SHE01420
901500 2 1      END; /* L */                  SHE01430

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NUMBER LEV NT

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901520 2 0      CALL NEW_SVR(1,1,SQUEUE(0));
901530 2 0      CALL QEVENT (3,0,'INIT',0,NULL);
901540 2 0      RETURN;
/* END */

901580 2 0  NEW_SVR: PROC (RRATE,ID,WHERE);
901600 3 0  DCL RRATE FIXED BIN (15,7);
901610 3 0  DCL ID FIXED BIN;
901620 3 0  DCL WHERE PTR;
901630 3 0  DCL SVRPT PTR;
901640 3 0  DCL 1 SVR BASED (SVRPT),
           70 NEXT PTR,
           70 STIME FIXED BIN (31),
           70 STIMEQ FIXED BIN (31),
           70 RTIME FIXED BIN (31),
           70 RRATE FIXED BIN (15,7),
           70 ID FIXED BIN
;
1001660 3 0  ALLOCATE SVR;
1001670 3 0  SVR.STIME = 0;
1001680 3 0  SVR.STIMEQ = 0;
1001690 3 0  SVR.RRATE = RRATE;
1001700 3 0  SVR.ID = ID;
1001710 3 0  SVR.NEXT = WHERE;
1001720 3 0  WHERE = SVRPT;
1001740 3 0  END NEW_SVR;

1001770 2 0  END SET_Q;

1001800 1 0  SET_P: PROC;
1100010 2 0  DCL 1 PARAMS EXTERNAL STATIC,
           2 THRU_RATE FIXED BIN (31,7),
           2 DELAY_G8_GC FIXED BIN (31),
           2 DELAY_GC_G8 FIXED BIN (31),
           2 TERMINALS FIXED BIN;
1101840 2 0  PUT SKIP LIST (' THRU_RATE,GB_GC,GC_G8,TERMINALS> ');
1101850 2 0  GET LIST (PARAMS.THRU_RATE,PARAMS.DELAY_G8_GC,
           PARAMS.DELAY_GC_G8,PARAMS.TERMINALS);
1101870 2 0  PUT FILE (STATS) SKIP EDIT (' ') (A);
1101880 2 0  PUT FILE (STATS) DATA (PARAMS);

```

PL/I OPTIMIZING COMPILER

SHELL: PROC OPTIONS (MAIN):

NUMBER LEV NT

```

1101900 2 0 END SET_P;
                                         SHE01900
                                         SHE01910
                                         SHE01920
                                         SHE01930
                                         SHE01940
                                         SHE01950
                                         SHE01960
                                         SVR00010
                                         SVR00020
                                         *SVR00030
                                         SVR00040
                                         *SVR00050
                                         SVR00060
                                         SHE01960
                                         SHE01970
                                         SHE01980
                                         SHE01990
                                         SHE02000
                                         SHE02010
                                         SHE02020
                                         SHE02030
                                         SHE02040
                                         SHE02050
                                         SHE02060
                                         SHE02070
                                         SHE02080
                                         SHE02090
                                         SHE02100
                                         SHE02110
                                         SHE02120
                                         SHE02130
                                         SHE02140
                                         SHE02150
                                         SHE02160
                                         SHE02170
                                         SHE02180
                                         SHE02190
                                         SHE02200
                                         SHE02210
                                         SHE02220

1101930 1 0 REPORT: PROC;
1101950 2 0 DCL SVRPT PTR;
1101960 2 0 DCL 1 SVR BASED (SVRPT),
          70 NEXT PTR,
          70 STIME FIXED BIN (31),
          70 STIMEQ FIXED BIN (31),      /* ACCUMULATED STIME
          70 RTIME FIXED BIN (31),
          70 RRATE FIXED BIN (15,7),    /* REAL CPU TICK RATE
          70 ID FIXED BIN

1201970 2 0 DCL (I,L) FIXED BIN;
1201980 2 0 DCL TITLE(3) CHAR(3) STATIC INIT (' GC','AAH','SAH');

1202000 2 0 DO L = 0 TO      1;
          PUT FILE (STATS) SKIP EDIT (' LEVEL ',L,' ') (A,F(2),A);
1202020 2 1          PUT FILE (STATS) SKIP EDIT (' ',
          ' SRQ.MAX =',LOSES(L).SRQ.MAX,
          ' DBB.MAX =',LOSES(L).DBB.MAX)
          (A,A,F(11),A,F(11));
1202030 2 1          DO I = 1 TO 3;
          PUT FILE (STATS) SKIP EDIT (' ',TITLE(I),' ') (A,A(3),A);
1202080 2 1          PUT FILE (STATS) SKIP EDIT (' ',TITLE(I),' ') (A,A(3),A);
1202090 2 2          SRVPT = SQUEUE(L*3+I);
1202100 2 2          DO WHILE (SVRPT != NULL);
1202110 2 2          PUT FILE (STATS) SKIP EDIT (' ') (A);
1202120 2 3          PUT FILE (STATS) DATA (SVR.ID,SVR.STIME,SVR.STIMEQ);
1202130 2 3          SVRPT = SVR.NEXT;
1202140 2 3          END;
1202150 2 3          END;
1202160 2 2          END;

1202180 2 1          END; /* L */
1202200 2 0 END REPORT;
1202220 1 0 END SHELL;

```

## SOURCE LISTING

NUMBER LEV NT

10	0	SLEEP: PROC;	
30	1	0 DCL (THIS,NEXT) PTR;	SLE00010
40	1	0 DCL (NULL,ADDR,MIN) BUILTIN;	SLE00020
50	1	0 DCL (NSIZE,OSIZE,NEW_NBLK,OLD_NBLK,DIFF_NBLK) FIXED BIN (31);	SLE00030
60	1	0 DCL SAVE_ADDR FIXED BIN (31);	SLE00040
1000010	1	0 DCL THISVP PTR EXTERNAL STATIC; /* -> CURRENT VP, SET BY VPER */	SLE00050
			SLE00060
1000030	1	0 DCL 1 VP BASED (THISVP), 80 BDSA FIXED BIN (31), /* ADDR (BOTTOM DSA) 80 TDSA FIXED BIN (31), /* ADDR (TOP DSA) 80 SAVSIZE FIXED BIN (31), /* SIZE OF AREA TO BE SAVED 80 SAFE PTR, /* -> 1ST SAVBLK 80 PROCNAME CHAR (7) VAR, /* NAME OF TOP LEVEL PROC 80 STATUS CHAR (12) VAR, /* VP 00050 80 MAIL PTR, /* CHAIN OF INCOMING MAIL 80 WAIT, 81 BOX FIXED BIN, /* BOX AWAITING MAIL 81 MSG PTR, /* MSG IN WAIT.BOX 80 VPID FIXED BIN, /* INDEX IN THE VPST 80 LEVEL FIXED BIN, /* LEVEL 80 VTIME FIXED BIN (31)	*/VP 00010 */VP 00020 */VP 00030 */VP 00040 */VP 00050 VP 00060 */VP 00070 VP 00080 */VP 00090 */VP 00100 */VP 00110 */VP 00120 VP 00130 VPX00030 SAV00030 SAV00060 SAV00070 SAV00080 SAV00090 */SAV00100 */SAV00110 */SAV00120 SAV00130 SAV00140 DEB00010 DEB00020 DEB00030 DEB00040 DEB00050 DEB00060 SLE00100 GET00010 GET00020 GET00030 GET00040 GET00050 GET00060
4000070	1	0 DCL NEWSAVBLK PTR;	
4000090	1	0 DCL 1 SAVBLK BASED (NEWSAVBLK), 2 NEXT PTR, /* NEXT SAVED ITEM 2 ADDR FIXED BIN (31), /* BEG ADDR OF SAVED ITEM 2 SIZE FIXED BIN (31), /* SIZE OF SAVED ITEM 2 AREA ( 250) FIXED BIN (31);	*/SAV00100 */SAV00110 */SAV00120 SAV00130 SAV00140 DEB00010 DEB00020 DEB00030 DEB00040 DEB00050 DEB00060 SLE00100 GET00010 GET00020 GET00030 GET00040 GET00050 GET00060
5000010	1	0 DCL 1 DEBUG EXTERNAL STATIC, 2 SLEEPS BIT(1) INIT ('0'B), 2 SAMERS BIT(1) INIT ('0'B), 2 SCHEDULERS BIT(1) INIT ('0'B), 2 SHELLS BIT(1) INIT ('0'B), 2 AAHERS BIT(1) INIT ('0'B);	
6000010	1	0 DCL DSA FIXED BIN (31,0), NAB FIXED BIN (31,0), SEG FIXED BIN (31,0), EOS FIXED BIN (31,0);	

NUMBER LEV NT

R

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600070 1 0 DCL GET4 ENTRY (FIXED BIN (31), FIXED BIN (31),
    FIXED BIN (31), FIXED BIN (31))
    OPTIONS (ASSEMBLER, INTER);
GET00070
GET00080
GET00090
GET00100
GET00110
GET00120
GET00130
GET00140
GET00150
GET00160
GET00170
GET00180
GET00190
GET00200
GET00210
GET00220
GET00230
GET00240
GET00250
GET00260 1 0
GET00270 1 0
GET00280
GET00290
GET00300
GET00310
GET00320
GET00330
GET00340
GET00350
GET00360
GET00370
GET00380
GET00390
GET00400
GET00410
GET00420
GET00430
GET00440
GET00450
GET00460
GET00470
GET00480
GET00490
GET00500
GET00510
GET00520
    OPTIONS (ASSEMBLER, INTER);

    /* ARG1: PTR -> SAVBLK
       ARG2: ADDR OF RETURN DSA (BOTTOM DSA)
    */

    /* VP.STATUS = 'RUNNABLE' DEBUG */

700160 1 0 CALL GET4 (DSA,NAB,SEG,EDS);
700170 1 0 IF SEG '!= 255 THEN DO;
700180 1 1 PUT SKIP LIST (' ERROR: ILLEGAL SEGNO. (SLEEP)');
700190 1 1 PUT DATA (SEG);
700200 1 1 STDP;
700210 1 1 END;

700240 1 0 NSIZE = NAR - VP.BDSA;
700250 1 0 OSIZE = VP.SAVESIZE;
700260 1 0 NEW_NBLK = (NSIZE + 1000 - 1) / 1000;
700270 1 0 OLD_NBLK = (OSIZE + 1000 - 1) / 1000;
700280
700290 1 0 DIFF_NBLK = NEW_NBLK - OLD_NBLK;
700300 1 1 IF (DEBUG.SLEEP$) THEN DO;
700310 1 1 PUT SKIP LIST (' SLEEP: ');
700320 1 1 PUT DATA (NSIZE,OSIZE,NEW_NBLK,OLD_NBLK,DIFF_NBLK);
700330
700340 1 0 IF DIFF_NBLK > 0 THEN DO;
700350 1 1 NEXT = VP.SAFE;
700360 1 1 DO WHILE (DIFF_NBLK > 0);
700370 1 2   ALLOCATE SAVBLK SET (THIS);
700380 1 2   THIS -> SAVBLK.NEXT = NEXT;
700390 1 2   NEXT = THIS;
700400 1 2   DIFF_NBLK = DIFF_NBLK - 1;
700410 1 2   END;
700420 1 1   VP.SAFE = THIS;
700430 1 1 END;
700440 1 0 ELSE IF DIFF_NBLK < 0 THEN DO;
700450 1 1   THIS = VP.SAFE;
700460 1 1   DO WHILE (DIFF_NBLK < 0);
700470 1 2   NEXT = THIS -> SAVBLK.NEXT;
700480 1 2   FREE THIS -> SAVBLK;
700490 1 2   THIS = NEXT;
700500 1 2   DIFF_NBLK = DIFF_NBLK + 1;
700510 1 2   END;
700520 1 1   VP.SAFE = THIS;

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NUMBER LEV NT

700530	1	1	END;	SLE00530
700550	1	0	VP.SAVESIZE = NSIZE;	SLE00540
700560	1	0	VP.TDSA = DSA;	SLE00550
700580	1	0	THIS = VP.SAFE;	SLE00560
700590	1	0	SAVE_ADDR = VP.BDSA;	SLE00570
700600	1	0	DO WHILE (THIS ^= NULL);	SLE00580
700610	1	1	THIS -> SAVBLK.SIZE = MIN(1000,NSIZE);	SLE00590
700620	1	1	THIS -> SAVBLK.ADDR = SAVE_ADDR;	SLE00600
700630	1	1	NSIZE = NSIZE - 1000;	SLE00610 1
700640	1	1	SAVE_ADDR = SAVE_ADDR + 1000;	SLE00620
700650	1	1	THIS = THIS -> SAVBLK.NEXT;	SLE00630 1
700660	1	1	END;	SLE00640 1
700680	1	0	CALL SVSTK (VP.SAFE,VP.BDSA);	SLE00650
			/* CONTROL SHOULD COME HERE AFTER RTSTK */	SLE00660
700720	1	0	END SLEEP;	SLE00670
				SLE00680
				SLE00690
				SLE00700
				SLE00710
				SLE00720

## SOURCE LISTING

NUMBER LEV NT

## SOURCE LISTING

NUMBER LEV NT

R

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10      0 SVCER: PROC (SVC,PT);          SVC00010
30      1 0 DCL SVC FIXED BIN;          SVC00020
40      1 0 DCL PT PTR;               SVC00030
100010  1 0 DCL THISVP PTR EXTERNAL STATIC; /* -> CURRENT VP, SET BY VPER */VPX00010
                                                 VPX00020
100030  1 0 DCL 1 VP BASED (THISVP),
        80 BDSA FIXED BIN (31),      /* ADDR (BOTTOM DSA) */VP 00010
        80 TDSA FIXED BIN (31),      /* ADDR (TOP DSA) */VP 00020
        80 SAVESIZE FIXED BIN (31), /* SIZE OF AREA TO BE SAVED */VP 00030
        80 SAFE PTR,                /* -> 1ST SAVBLK */VP 00040
        80 PROCNAME CHAR (7) VAR,   /* NAME OF TOP LEVEL PROC */VP 00050
        80 STATUS CHAR (12) VAR,    VP 00060
        80 MAIL PTR,                /* CHAIN OF INCOMING MAIL */VP 00070
        80 WAIT,
          81 BOX FIXED BIN,        /* BOX AWAITING MAIL */VP 00080
          81 MSG PTR,              /* MSG IN WAIT.BOX */VP 00090
          80 VPID FIXED BIN,        /* INDEX IN THE VPST */VP 00100
          80 LEVEL FIXED BIN,       /* LEVEL */VP 00110
          80 VTIME FIXED BIN (31)  VP 00120
                                                 VP 00130
                                                 VPX00030
400010  1 0 DCL THISLOS PTR EXTERNAL STATIC; /* -> CURRENT LOS, ST BY SAHER */LOS00010
                                                 LOS00020
400030  1 0 DCL 1 LOS BASED (THISLOS),
        70 LEVEL FIXED BIN,        LOS00030
        70 SRQ,                   LOS00040
          71 SIZE FIXED BIN,       LOS00050
          71 MAX FIXED BIN,        LOS00060
        70 DBB,                   LOS00070
          71 SIZE FIXED BIN,       LOS00080
          71 MAX FIXED BIN,        LOS00090
        70 VPS,
          71 TABLE ( 20),
          80 BDSA FIXED BIN (31),  /* ADDR (BOTTOM DSA) */VP 00010
          80 TDSA FIXED BIN (31),  /* ADDR (TOP DSA) */VP 00020
          80 SAVESIZE FIXED BIN (31), /* SIZE OF AREA TO BE SAVED */VP 00030
          80 SAFE PTR,                /* -> 1ST SAVBLK */VP 00040
          80 PROCNAME CHAR (7) VAR,   /* NAME OF TOP LEVEL PROC */VP 00050
          80 STATUS CHAR (12) VAR,    VP 00060
          80 MAIL PTR,                /* CHAIN OF INCOMING MAIL */VP 00070
          80 WAIT,
            81 BOX FIXED BIN,        /* BOX AWAITING MAIL */VP 00080
            81 MSG PTR,              /* MSG IN WAIT.BOX */VP 00090
            80 VPID FIXED BIN,        /* INDEX IN THE VPST */VP 00100
            80 LEVEL FIXED BIN,       /* LEVEL */VP 00110
                                                 VP 00120
                                                 1

```

NUMBER LEV NT

```

          80 VTIME FIXED BIN (31)          VP 00130
;                                         LOS00030
800010 1 0 DCL THISSVR PTR EXTERNAL STATIC; /* -> CURRENT SVR, SET BY SAHER */ SVR00010
800030 1 0 DCL 1 SVR BASED (THISSVR), SVR00020
      70 NEXT PTR, SVR00030
      70 STIME FIXED BIN (31), /* ACCUMULATED STIME */ SVR00010
      70 STIMEQ FIXED BIN (31), /* SVR00020
      70 RTIME FIXED BIN (31), /* SVR00030
      70 RRATE FIXED BIN (15,7), /* REAL CPU TICK RATE */ SVR00040
      70 ID FIXED BIN          */ SVR00050
;
1000100 1 0 DCL SVCS (1) LABEL INIT (START); SVR00060
1000120 1 0 DCL IV FIXED BIN; SVR00030
1100010 1 0 DCL PT_SVC PTR; SVC00090
1100030 1 0 DCL 1 PF_SVC BASED (PT_SVC), SVC00100
      2 SVC CHAR (7) VAR, SVC00110
      2 PTR PTR; SVC00120
1200010 1 0 DCL VPSTART ENTRY /* VP */, CHAR(*) VAR, PTR); PFS00010
1200160 1 0 IF (SVC <= 0) | (SVC > 1) THEN DO; SVC00150
1200170 1 1 PUT SKIP LIST (' ERROR: ILLEGAL SVC. '); SVC00160
1200180 1 1 PUT DATA (SVC); SVC00170
1200190 1 1 STOP; SVC00180
1200200 1 1 END; SVC00190
1200220 1 0 GOTO SVCS(SVC); SVC00200
1200240 1 0 START: /* SVC = 1 */ SVC00210
;
1200270 1 1 DO IV = 1 TO 20; SVC00220
      IF LOS.VPS.TABLE(IV).STATUS = 'VOID' THEN GOTO START; SVC00230
1200280 1 1 END; SVC00240
1200290 1 0 PUT SKIP LIST (' ERROR: EXCEED MAX. VP. (SVCER) '); SVC00250
1200300 1 0 STOP; SVC00260
1200320 1 0 START1: SVC00270
;
      PT_SVC = PT; SVC00280
1200350 1 0 CALL VPSTART (LOS.VPS.TABLE(IV), PF_SVC.SVC, PF_SVC.PTR); SVC00290
1200360 1 0 FREE PF_SVC; SVC00300
1200370 1 0 RETURN; SVC00310
1200390 1 0 END; SVC00320
;
      SVC00330
      SVC00340
1200350 1 0 SVC00350
1200360 1 0 SVC00360
1200370 1 0 SVC00370
1200380 1 0 SVC00380
1200390 1 0 SVC00390
;
```

## SOURCE LISTING

NUMBER LEV NT

```

10      0 SYNC: PROC;                                SYN00010
          %INCLUDE VPX;*****SYN00020
100010  1 0 DCL THISVP PTR EXTERNAL STATIC;      /* -> CURRENT VP, SET BY VPER */VPX00010
          VPX00020
100030  1 0 DCL 1 VP BASED (THISVP). %INCLUDE VP;*****VPX00030
          80 BDSA FIXED BIN (31),      /* ADDR (BOTTOM DSA) */ /VP 00010
          80 TOSA FIXED BIN (31),      /* ADDR (TOP DSA) */ /VP 00020
          80 SAVESIZE FIXED BIN (31), /* SIZE OF AREA TO BE SAVED */ /VP 00030
          80 SAFE PTR,               /* -> 1ST SAVBLK */ /VP 00040
          80 PROCNAME CHAR (7) VAR,  /* NAME OF TOP LEVEL PROC */ /VP 00050
          80 STATUS CHAR (12) VAR,   /* VP */ /VP 00060
          80 MAIL PTR,               /* CHAIN OF INCOMING MAIL */ /VP 00070
          80 WAIT,                  /* VP */ /VP 00080
          81 BOX FIXED BIN,          /* BOX AWAITING MAIL */ /VP 00090
          81 MSG PTR,               /* MSG IN WAIT.BOX */ /VP 00100
          80 VPID FIXED BIN,          /* INDEX IN THE VPST */ /VP 00110
          80 LEVEL FIXED BIN,          /* LEVEL */ /VP 00120
          80 VTIME FIXED BIN (31)    /* VP */ /VP 00130
          *****;                   VPX00030
          *****;                   VPX00040
          *****;                   SYN00030
          *****;                   SYN00040
          %INCLUDE QEVENT;*****SYN00050
500010  1 0 DCL QEVENT ENTRY (FIXED BIN, FIXED BIN (31), CHAR(+) VAR,
          FIXED BIN (31), PTR);   QE00010
          QE00020
          *****;                   SYN00050
500060  1 0 DCL NULL BUILTIN;                   SYN00060
500070  1 0 DCL SLEEP ENTRY;                   SYN00070
          %INCLUDE STIMER;*****SYN00080
600010  1 0 DCL STIMER ENTRY RETURNS (FIXED BIN (31)); STJ00010
          *****;                   SYN00080
          *****;                   SYN00090
600100  1 0     CALL QEVENT (VP.LEVEL+3+3,STIMER,'SYNC',VP.VPID,NULL); SYN00100
600110  1 0     CALL SLEEP;                   SYN00110
          *****;                   SYN00120
600130  1 0 END;                            SYN00130

```

## SOURCE LISTING

NUMBER LEV NT

10 O TERM: PROC:

```

*INCLUDE USERS;*****TER00030
*INCLUDE STIMER;*****TER00010
200010 1 0 DCL STIMER ENTRY RETURNS (FIXED BIN (31));
*****ST00010
300020 1 0 DCL SEND ENTRY (FIXED BIN, FIXED BIN, FIXED BIN, CHAR(*) VAR,
      FIXED BIN, PTR); USE00019
*****USE00020
300040 1 0 DCL WAIT ENTRY (FIXED BIN); USE00030
*****USE00040
300050 1 0 DCL SYNC ENTRY; USE00050
*****USE00060
300060 1 0 DCL FINISH ENTRY; USE00070
*****TER00030
400040 1 0 DCL (NULL,LENGTH) BUILTIN; TER00040
*****TER00050
*INCLUDE VPX;*****TER00060
500010 1 0 DCL THISVP PTR EXTERNAL STATIC; /* -> CURRENT VP, SET BY VPER */VPX00010
*****VPX00020
500030 1 0 DCL 1 VP BASED (THISVP), %INCLUDE VP;*****VPX00030
      80 BDSA FIXED BIN (31), /* ADDR (BOTTOM DSA) */VP 00010
      80 TDSA FIXED BIN (31), /* ADDR (TOP DSA) */VP 00020
      80 SAVESIZE FIXED BIN (31), /* SIZE OF AREA TO BE SAVED */VP 00030
      80 SAFE PTR, /* -> 1ST SAVBLK */VP 00040
      80 PROCNAME CHAR (7) VAR, /* NAME OF TOP LEVEL PROC */VP 00050
      80 STATUS CHAR (12) VAR, /* */VP 00060
      80 MAIL PTR, /* CHAIN OF INCOMING MAIL */VP 00070
      80 WAIT, /* */VP 00080
      81 BOX FIXED BIN, /* BOX AWAITING MAIL */VP 00090
      81 MSG PTR, /* MSG IN WAIT.BOX */VP 00100
      80 VPID FIXED BIN, /* INDEX IN THE VPST */VP 00110
      80 LEVEL FIXED BIN, /* LEVEL */VP 00120
      80 VTIME FIXED BIN (31) /* */VP 00130
*****VPX00030
*****VPX00040
*****TER00060
*****TER00070
800010 1 0 DCL THISSVR PTR EXTERNAL STATIC; /* -> CURRENT SVR, SET BY SAHER */SVR00010
*****SVR00020
800030 1 0 DCL 1 SVR BASED (THISSVR), %INCLUDE SVR;*****SVR00030
      70 NEXT PTR, /* */SVR00010
      70 STIME FIXED BIN (31), /* */SVR00020
      70 STIMEQ FIXED BIN (31), /* ACCUMULATED STIME */SVR00030
      70 RTIME FIXED BIN (31), /* */SVR00040
      70 RRATE FIXED BIN (15,7), /* REAL CPU TICK RATE */SVR00050
      70 ID FIXED BIN /* */SVR00060
*****SVR00030
*****SVR00040
*****SVR00050
*****SVR00060
*****SVR00070

```

NUMBER LLEV NT

```

*****  

%INCLUDE PF SVC;  

*****  

1100010 1 0 DCL PT_SVC PTR; SVR00040  

TER00070  

TER00080  

PFS00010  

PFS00020  

PFS00030  

PFS00040  

PFS00050  

PFS00060  

TER00080  

TER00090  

MSG00010  

MSG00020  

MSG00030  

MSG00040  

MSG00050  

MSG00060  

TER00090  

TER00100  

TER00110  

TER00120  

TER00130  

TER00140  

TER00150  

TER00160  

TER00170  

TER00180  

TER00190  

TER00200  

TER00210  

TER00220  

TER00230  

TER00240  

TER00250  

TER00260  

TER00270  

TER00280  

TER00290  

TER00300  

TER00310  

TER00320  

TER00330  

TER00340  

TER00350  

TER00360  

TER00370  

TER00380  

TER00390  

TER00400

```

1117 1 0 LOOP:  
PUT SKIP EDIT (' TERM: LEVEL = ',VP.LEVEL,' VP = ',VP.VPID,  
' WAIT.BOX = ',VP.WAIT.BOX,' SVR = ',SVR.ID,' STIME = ',  
SVR.STIME) (A,F(2),A,F(2),A,F(2),A,F(11));  
MSGPT = VP.WAIT.MSG;  
IF (MSGPT ^= NULL) THEN DO;  
PUT SKIP EDIT (' MSG: ',MSG.STR) (A,A(MSG.LEN));  
FREE MSG;  
VP.WAIT.MSG = NULL;  
END;  
1200260 1 0 WORK:  
PUT SKIP;  
1200280 1 0 DISPLAY (' COMMAND?') REPLY (COMMAND);  
1200300 1 0 IF (COMMAND = 'BUILD') THEN DO;  
1200310 1 1 PUT SKIP LIST (' LEVEL> ');  
1200320 1 1 GET LIST (LEVEL);  
1200330 1 1 MSGLEN = 7;  
1200340 1 1 ALLOCATE MSG;  
1200350 1 1 MSG.STR = 'NEW VP!';  
1200360 1 1 ALLOCATE PF\_SVC;  
1200370 1 1 PF\_SVC.SVC = 'TERM';  
1200380 1 1 PF\_SVC.PTR = MSGPT;  
1200390 1 1 CALL SEND (LEVEL,0,1,'S',15,PT\_SVC);  
1200400 1 1 GOTD WORK;

PL/I OPTIMIZING COMPILER

TERM: PROC:

NUMBER LEV NT

1200410	1	1	END;	TER00410
1200430	1	0	ELSE IF (COMMAND = 'SEND') THEN DO;	TER00420
1200440	1	1	PUT SKIP LIST (' LEVEL,VPID,BOXID,TYPE,MESSAGE > ' );	TER00430
1200450	1	1	GET LIST (LEVEL,VPID,BOXID,TYPE,MESSAGE);	TER00440
1200460	1	1	MSGLEN = LENGTH (MESSAGE);	TER00450
1200470	1	1	ALLOCATE MSG;	TER00460
1200480	1	1	MSG.STR = MESSAGE;	TER00470
1200490	1	1	CALL SEND (LEVEL,VPID,BOXID,TYPE,MSGLEN,MSGPT);	TER00480
1200500	1	1	GOTO WORK;	TER00490
1200510	1	1	END;	TER00500
1200530	1	0	ELSE IF (COMMAND = 'WAIT') THEN DO;	TER00510
1200540	1	1	PUT SKIP LIST (' BOX > ' );	TER00520
1200550	1	1	GET LIST (BOXID);	TER00530
1200560	1	1	PUT SKIP LIST (' WAITING' );	TER00540
1200570	1	1	CALL WAIT (BOXID);	TER00550
1200580	1	1	GOTO LOOP;	TER00560
1200590	1	1	END;	TER00570
1200610	1	0	ELSE IF (COMMAND = 'SYNC') THEN DO;	TER00580
1200620	1	1	PUT SKIP LIST (' SYNCING' );	TER00590
1200630	1	1	CALL SYNC;	TER00600
1200640	1	1	GOTO LOOP;	TER00610
1200650	1	1	END;	TER00620
1200670	1	0	ELSE IF (COMMAND = 'FINISH') THEN DO;	TER00630
1200680	1	1	PUT SKIP LIST (' FINISHING' );	TER00640
1200690	1	1	CALL FINISH;	TER00650
1200700	1	1	RETURN;	TER00660
1200710	1	1	END;	TER00670
1200730	1	0	ELSE DO: /* UNKNOWN COMMAND */	TER00680
1200740	1	1	PUT LIST (' ??' );	TER00690
1200750	1	1	GOTO WORK;	TER00700
1200760	1	1	END;	TER00710
1200780	1	0	END TERM;	TER00720

## SOURCE LISTING

NUMBER LEV NT

```

10      0 VPER: PROC (VP);                                VPE00010
30      1 0 DCL (THIS, NEXT) PTR;                      VPE00020
40      1 0 DCL THISVP PTR EXTERNAL STATIC;           VPE00030
50      1 0 DCL 1 VP;                                VPE00040
80 BD$A FIXED BIN (31),      /* ADDR (BOTTOM DSA)      VPE00050
80 TD$A FIXED BIN (31),      /* ADDR (TOP DSA)       */VP 00010
80 SAVESIZE FIXED BIN (31), /* SIZE OF AREA TO BE SAVED */VP 00020
80 SAFE PTR,                /* -> 1ST SAVBLK      */VP 00030
80 PROCNAME CHAR (7) VAR,   /* NAME OF TOP LEVEL PROC */VP 00040
80 STATUS CHAR (12) VAR,    /* VP 00050
80 MAIL PTR,                /* CHAIN OF INCOMING MAIL */VP 00060
80 WAIT,                   /* VP 00070
81 BOX FIXED BIN,          /* BOX AWAITING MAIL   */VP 00080
81 MSG PTR,                /* MSG IN WAIT.BOX    */VP 00090
80 VPID FIXED BIN,         /* INDEX IN THE VPST  */VP 00100
80 LEVEL FIXED BIN,        /* LEVEL               */VP 00110
80 VTIME FIXED BIN (31)    VP 00120
                                         VPE00050
; 300010 1 0 DCL THIS$VR PTR EXTERNAL STATIC; /* -> CURRENT SVR, SET BY SAHER */ SVR00010
6110 300030 1 0 DCL 1 SVR BASED (THIS$VR),
70 NEXT PTR,                SVR00020
70 STIME FIXED BIN (31),    SVR00030
70 STIMEQ FIXED BIN (31),   SVR00040
70 RTIME FIXED BIN (31),    SVR00050
70 RRATE FIXED BIN (15.7),  SVR00060
70 ID FIXED BIN             SVR00070
; 600010 1 0 DCL BOXPT PTR;
600030 1 0 DCL 1 BOX BASED (BOXPT),
2 NEXT PTR,                BOX00010
2 ID FIXED BIN,            BOX00020
2 LJST PTR;                BOX00030
                                         BOX00040
                                         BOX00050
                                         BOX00060
                                         SAV00030
                                         SAV00040
                                         SAV00050
                                         SAV00060
                                         SAV00070
                                         SAV00080
                                         SAV00090
; 700070 1 0 DCL NEWSAVBLK PTR;
700090 1 0 DCL 1 SAVBLK BASED (NEWSAVBLK),
2 NEXT PTR,                /* NEXT SAVED ITEM    */SAV00100
2 ADDR FIXED BIN (31),     /* BEG ADDR OF SAVED ITEM */SAV00110
2 SIZE FIXED BIN (31),     /* SIZE OF SAVED ITEM  */SAV00120
2 AREA ( 250) FIXED BIN (31); 1
                                         SAV00130
                                         SAV00140
                                         VPE00090

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NUMBER LEV NT

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```

900010 1 0 DCL EXECUTE ENTRY (CHAR(*) VAR);
1000010 1 0 DCL DSA FIXED BIN (31,0).
NAB FIXED BIN (31,0).
SEG FIXED BIN (31,0).
EOS FIXED BIN (31,0);

1000070 1 0 DCL GET4 ENTRY (FIXED BIN (31), FIXED BIN (31),
                           FIXED BIN (31), FIXED BIN (31))
                           OPTIONS (ASSEMBLER, INTER);
1100010 1 0 DCL RTSTK ENTRY (PTR, FIXED BIN (31))
                           OPTIONS (ASSEMBLER, INTER);

                           /* ARG1: PTR -> SAVBLK
                           ARG2: ADDR OF RETURN DSA (TOP DSA)
                           */

1100130 1 0 DCL (ADDR,NULL) BUILTIN;
1200010 1 0 DCL STIMER ENTRY RETURNS (FIXED BIN (31));

1200170 1 0 THISVP = ADDR(VP);

1200190 1 0 IF VP.STATUS = 'NASCENT' THEN DO; /* STARTING A VP */
                           CALL GET4 (DSA,NAB,SEG,EOS);
1200220 1 1 IF SEG ^= 255 THEN DO;
1200230 1 2 PUT SKIP LIST (' ERROR: ILLEGAL SEGNO (VPER)');
1200240 1 2 PUT DATA (SEG);
1200250 1 2 STOP;
1200260 1 2 END;

1200280 1 1 VP.BDSA = DSA;
1200290 1 1 VP.STATUS = 'RUNNING'; /* SET TO RUNNING */
1200300 1 1 CALL EXECUTE (VP.PROCNAME);

                           /*** SVSTK & RTSTK SHOULD RETURN HERE TOO **/ 

1200340 1 1 VP.VTIME = VP.VTIME + (STIMER - SVR.STIME);
1200350 1 1 IF VP.WAIT.BOX = -1 THEN DO; /* FINISHED */
                           THIS = VP.SAFE;
1200360 1 2 DO WHILE (THIS ^= NULL);
1200370 1 2     NEXT = THIS -> SAVBLK.NEXT;
1200380 1 3     FREE THIS -> SAVBLK;
1200390 1 3     THIS = NEXT;
1200400 1 3 END;
1200410 1 3 VP.SAFE = NULL;
1200420 1 2 THIS = VP.MAIL;
1200430 1 2 DO WHILE (THIS ^= NULL);
1200440 1 2     NEXT = THIS -> BOX.NEXT;
1200450 1 3

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NUMBER LEV NT

```

1200460 1 3      FREE THIS -> BOX;          VPE00460
1200470 1 3      THIS = NEXT;          VPE00470
1200480 1 3      END;          VPE00480
1200490 1 2      VP.MAIL = NULL;          VPE00490
1200500 1 2      END; /* FREEING */          VPE00500
1200520 1 1      RETURN;          VPE00510
1200530 1 1      END;          VPE00520
1200530 1 0      ELSE DO; /* STATUS = RUNNABLE */          VPE00530
1200550 1 0      CALL GET4 (DSA.NAB,SEG,EOS);          VPE00540
1200560 1 1      IF SEG ^= 255 THEN DO;          VPE00550
1200570 1 1      PUT SKIP LIST (' ERROR: ILLEGAL SEGNO (VPER)');          VPE00560
1200580 1 2      PUT DATA (SEG);          VPE00570
1200590 1 2      STOP;          VPE00580
1200600 1 2      END;          VPE00590
1200610 1 2      IF (EOS-DSA) < (VP.SAVESIZE) THEN DO;          VPE00600
1200620 1 2      PUT SKIP LIST (' ERROR: NOT ENOUGH SPACE TO RESUME VP (VPER)');          VPE00610
1200630 1 1      PUT DATA (VP.VPID,VP.SAVESIZE,DSA,EOS);          VPE00620
1200640 1 2      STOP;          VPE00630
1200650 1 2      END;          VPE00640
1200660 1 2      IF DSA ^= VP.BDSA THEN DO;          VPE00650
1200670 1 2      PUT SKIP LIST (' ERROR: BDSA DISCREPENCY (VPER)');          VPE00660
1200680 1 2      PUT DATA (VP.VPID,VP.BDSA,DSA);          VPE00670
1200690 1 1      STOP;          VPE00680
1200700 1 1      END;          VPE00690
1200710 1 2      IF DSA ^= VP.BDSA THEN DO;          VPE00700
1200720 1 2      PUT SKIP LIST (' ERROR: BDSA DISCREPENCY (VPER)');          VPE00710
1200730 1 2      PUT DATA (VP.VPID,VP.BDSA,DSA);          VPE00720
1200740 1 1      STOP;          VPE00730
1200750 1 1      END;          VPE00740
1200760 1 1      VP.STATUS = 'RUNNING';          VPE00750
1200760 1 1      CALL RTSTK (VP.SAFE,VP.TDSA);          VPE00760
1200770 1 1      /* CONTROL SHOULD NEVER REACH HERE */          VPE00770
1200780 1 1      PUT SKIP LIST (' ERROR: ILLEGAL RETURN FROM RTSTK (VPER)');          VPE00780
1200790 1 1      STOP;          VPE00790
1200800 1 1      END; /* RESUMING A VP */          VPE00800
1200810 1 0      END VPER;          VPE00810
1200820 1 0      VPE00820
1200830 1 0      VPE00830
1200840 1 0      VPE00840

```

## SOURCE LISTING

NUMBER LEV NT

## SOURCE LISTING

NUMBER LEV NT

```

10      0 WAIT: PROC (BOXID);                               WAI00010
       *INCLUDE QEVENT;***** WAI00020
100010  1 0 DCL QEVENT ENTRY (FIXED BIN, FIXED BIN (31), CHAR(*) VAR,   QE00010
          FIXED BIN (31), PTR);                               QE00020
          ***** WAI00030
200010  1 0 DCL STIMER ENTRY RETURNS (FIXED BIN (31));   ST100010
          ***** WAI00040
200050  1 0 DCL SLEEP ENTRY;                           WAI00050
200060  1 0 DCL (NULL) BUILTIN;                         WAI00060
          ***** WAI00070
300010  1 0 DCL THISVP PTR EXTERNAL STATIC;           /* -> CURRENT VP, SET BY VPER */VPX00010
          ***** VPX00020
300030  1 0 DCL 1 VP BASED (THISVP), *INCLUDE VP;***** VPX00030
          80 BDSA FIXED BIN (31),      /* ADDR (BOTTOM DSA) */VP 00010
          80 TDSA FIXED BIN (31),      /* ADDR (TOP DSA) */VP 00020
          80 SAVESIZE FIXED BIN (31), /* SIZE OF AREA TO BE SAVED */VP 00030
          80 SAFE PTR,              /* -> 1ST SAVBLK */VP 00040
          80 PROCNM CHAR (7) VAR,   /* NAME OF TOP LEVEL PROC */VP 00050
          80 STATUS CHAR (12) VAR,  VP 00060
          80 MAIL PTR,              /* CHAIN OF INCOMING MAIL */VP 00070
          80 WAIT,                  VP 00080
          81 BOX FIXED BIN,         /* BOX AWAITING MAIL */VP 00090
          81 MSG PTR,               /* MSG IN WAIT.BOX */VP 00100
          80 VPID FIXED BIN,        /* INDEX IN THE VPST */VP 00110
          80 LEVEL FIXED BIN,       /* LEVEL */VP 00120
          80 VTIME FIXED BIN (31)  VP 00130
          ***** VPX00030
          ***** VPX00040
500090  1 0 DCL BOXID FIXED BIN;                      WAI00080
          ***** WAI00090
500110  1 0 VP.WAIT.BOX = BOXID;                      WAI00100
500120  1 0 CALL QEVENT (VP.LEVEL+3+3,STIMER,'WAIT',VP.VPID,NULL); WAI00120
500130  1 0 CALL SLEEP;                                WAI00130
          ***** WAI00140
500150  1 0 END WAIT;                                WAI00150

```

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APPENDIX B: LISTINGS OF ASSEMBLY LANGUAGE ROUTINES

ASSEMBLY LANGUAGE ROUTINES:

GET4  
RTIMER  
RTSTK  
SVSTK

ASM 0201 21.34 05/18/81

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	
				1 *	GET4 GETS THE VALUE OF THE CURRENT DSA, NAB, SEGNO & EOS	GET00010
				2 *		GET00020
				3 *	DCL GET ENTRY OPTIONS (ASSEMBLE,INTER);	GET00030
				4 *	CALL GET4 (DSA,NAB,SEGNO,EOS);	GET00040
				5 *		GET00050
000000				6 GT	CSECT	GET00060
				7	ENTRY GET4	GET00070
000000 C7C5E3F440				8	DC C'GET4'	GET00080
000005 05				9	DC AL1(5)	GET00090
000006 90EC D00C	0000C			10 GET4	STM 14,12,12(13) SAVE REGISTORS	GET00100
000008 5861 0000	00000			11	L 6,0(1)	GET00110
000009 5006 0000	00000			12	ST 13,0(6)	GET00120
000012 5861 0004	00004			13	L 6,4(1)	GET00130
000016 587D 004C	0004C			14	L 7,76(13)	GET00140
00001A 4177 0000	00000			15	LA 7,0(7)	GET00150
00001E 5076 0000	00000			16	ST 7,0(6)	GET00160
000022 5861 0008	00008			17	L 6,8(1)	GET00170
000028 587D 004C	0004C			18	L 7,76(13)	GET00180
00002A B870 0018	00018			19	SRL 7,24	GET00190
00002E 5076 0000	00000			20	ST 7,0(6)	GET00200
000032 5861 000C	0000C			21	L 6,12(1)	GET00210
000036 587C 000C	0000C			22	L 7,12(12)	GET00220
00003A 4177 0000	00000			23	LA 7,0(7)	GET00230
00003E 5076 0000	00000			24	ST 7,0(6)	GET00240
000042 98EC D00C	0000C			25	LM 14,12,12(13)	GET00250
000046 07FE				26	SAVE REGISTOR	GET00260
				27	BR 14	GET00270
					END	

ASM 0201 21.34 05/18/81

LOC	OBJECT	CODE	ADDR1	ADDR2	STMT	SOURCE	STATEMENT	
000000					1 RTM	CSECT		RTI00010
000000 40D9E3C9D4C5D9					2	ENTRY RTIMER		RTI00020
000007 06					3	DC C' RTIMER'		RTI00030
000008 90EC D00C			0000C		4	DC AL1(6)		RTI00040
00000C 05B0					5	STM 14,12,12(13)		RTI00050
					6	BALR 11,0		RTI00060
					7	USING *11		RTI00070
			0000E		8	LA 4,BLK		RTI00080
00000E 4140 B022			00030		9	DC X'8340000C'	DIAG R4,X'0C', GET BLOCK	RTI00090
000012 B340000C					10	L 4,28(4)	LOWER 32 BITS OF TOTAL CPU TIME	RTI00100
000016 5844 001C			0001C		11	N 4,=X'7FFFFFF'		RTI00110
00001A 5440 B042			00050		12	L 1,0(1)		RTI00120
00001E 5811 0000			00000		13	ST 4,0(1)		RTI00130
000022 5041 0000			00000		14	LM 14,12,12(13)		RTI00140
000026 98EC D00C			0000C		15	BR 14		RTI00150
00002A 07FE					16 *	DS 40		RTI00160
000030					17 BLK	END		RTI00170
					18	=X'7FFFFFF'		RTI00180
000050 7FFFFFFF					19			

LOC OBJECT CODE ADDR1 ADDR2 STMT SOURCE STATEMENT ASM 0201 21.34 05/18/81

```

1 * RTSTK RESTORES THE STACK: RTS00010
2 * RTS00020
3 * DCL RTSTK ENTRY OPTIONS (ASSEMBLE, INTER); RTS00030
4 * CALL RTSTK (PTR, DSA); RTS00040
5 * RTS00050
6 * WHERE RTS00060
7 * RTS00070
8 * PTR -> SAVBLK: 0(SAVBLK) -> NEXT SAVBLK RTS00080
9 * 4(SAVBLK) -> 1ST LOCATION TO SAVE/RESTORE RTS00090
10 * 8(SAVBLK) -> SIZE OF SAVBLK RTS00100
11 * 12(SAVBLK)... SAVE AREA RTS00110
12 * RTS00120
13 * DSA -> RETURN DSA (WHERE RTSTK SHOULD RETURN) RTS00130
14 * RTS00140
000000 15 RT CSECT RTS00150
000000 D9E3E2E3D2 16 ENTRY RTSTK RTS00160
000005 05 17 DC C'RTSTK' RTS00170
000006 90EC D00C 0000C 18 DC AL1(5) RTS00180
00000A 05B0 19 * RTS00190
00000C 186D 20 RTSTK STM 14,12,12(13) SAVE REGISTORS RTS00200
00000E 41D0 B05C 00068 21 BALR 11,0 ESTABLISH BASE RTS00210
000012 506D 0004 00004 22 USING *,11 RTS00220
000016 9280 D000 00000 23 LR 6,13 R6 -> OLD DSA RTS00230
00001A 9200 D001 00001 24 LA 13,SAFE R13 -> NEW DSA RTS00240
00001E D208 D048 8048 00048 00048 25 ST 6,4(13) CHAIN BACK RTS00250
000028 5861 0000 00000 26 MVI 0(13),X'80' SET FLAGS RTS00260
000030 41B6 000C 0000C 27 MVI 1(13),X'00' RTS00270
000034 58A6 0008 00008 28 MVC 72(12,13),72(6) COPY A(LSW), ETC. RTS00280
000038 58A0 825C 00268 29 * RTS00290
000042 5861 0000 00000 30 L 6,0(1) R6 -> 1ST ARG -> 1ST SAVBLK RTS00300
000028 5866 0000 00000 31 L 6,0(6) R6 -> 1ST SAVBLK RTS00310
00002C 5876 0004 00004 32 * RTS00320
000030 41B6 000C 0000C 33 AGAIN L 7,4(6) R7 -> SAVBLK.ADDR RTS00330
000034 58A6 0008 00008 34 LA 8,12(6) R8 -> SAVBLK.AREA RTS00340
000038 58A0 825C 00268 35 L 10,8(6) R10 -> SAVBLK.SIZE RTS00350
00003C 589A 8000 00000 36 S 10,F'4' WE ARE COUNTING FROM SIZE-4TO 0 RTS00360
000040 509A 7000 00000 37 * RTS00370
000044 58A0 825C 00268 38 LOOP L 9,0(10,8) GET WORD RTS00380
000048 4780 B030 0003C 39 ST 9,0(10,?) RESTORE WORD RTS00390
00004C 5866 0000 00000 40 L 10,F'4' DEC COUNT RTS00400
000050 5560 8260 0026C 41 BNM LOOP AGAIN IF MORE RTS00410
000054 4770 B020 0002C 42 * RTS00420
000058 5861 0004 00004 43 L 8,0(6) R6 -> SAVBLK.NEXT RTS00430
00005C 58D6 0000 00000 44 CL 6,*,X'FF000000' NULL? RTS00440
000060 98EC D00C 0000C 45 BNE AGAIN RTS00450
000064 07FE 46 * RTS00460
000068 52 SAFE DS 128F RTS00470
000268 00000004 53 END RTS00480
00026C FF000000 54 DS X'4' RTS00490
000064 07FE 55 DS X'FF000000' RTS00500
RTS00510
RTS00520
RTS00530

```

LOC OBJECT CODE ADDR1 ADDR2 STMT SOURCE STATEMENT ASM 0201 21.34 05/18/81

```

1 * SVSTK SAVES THE STACK: SVS00010
2 * SVS00020
3 * DCL SVSTK ENTRY OPTIONS (ASSEMBLE, INTER); SVS00030
4 * CALL SVSTK (PTR, DSA); SVS00040
5 * SVS00050
6 * WHERE SVS00060
7 * SVS00070
8 * PTR -> SAVBLK: 0(SAVBLK) -> NEXT SAVBLK SVS00080
9 * 4(SAVBLK) -> 1ST LOCATION TO SAVE/RESTORE SVS00090
10 * 8(SAVBLK) -> SIZE OF SAVBLK SVS00100
11 * 12(SAVBLK)..., SAVE AREA SVS00110
12 * SVS00120
13 * DSA -> RETURN DSA (WHERE SVSTK SHOULD RETURN) SVS00130
14 * SVS00140
000000 15 SV CSECT SVS00150
000000 16 ENTRY SVSTK SVS00160
000000 17 DC C'SVSTK' SVS00170
000005 05 DC AL1(5) SVS00180
SVS00190
000006 90EC D00C 0000C 20 SVSTK STM 14,12,12(13) SAVE REGISTORS SVS00200
000004 05B0 0000C 21 BALR 11,0 ESTABLISH BASE SVS00210
000006 186D 0000C 22 USING *,,1 SVS00220
00000E 41D0 B05C 00068 23 LR 6,13 R6 -> OLD DSA SVS00230
000012 5060 0004 00004 24 LA 13,SAFE R13 -> NEW DSA SVS00240
000016 9280 D000 00000 25 ST 6,4(13) CHAIN BACK SVS00250
00001A 9200 D001 00001 26 MVI 0(13),X'80' SET FLAGS SVS00260
00001E D20B D048 00048 00048 27 MVI 1(13),X'00' SVS00270
00001E D20B D048 00048 00048 28 MVC 72(12,13),72(6) COPY A(LSW), ETC. SVS00280
SVS00290
000024 5861 0000 00000 29 * L 6,0(1) R6 -> 1ST ARG -> 1ST SAVBLK SVS00300
000028 5866 0000 00000 30 L 6,0(6) R6 -> 1ST SAVBLK SVS00310
SVS00320
00002C 5876 0004 00004 32 * SVS00330
000030 41B6 000C 0000C 33 AGAIN L 7,4(6) R7 -> SAVBLK.ADDR SVS00340
000034 58A6 0008 00008 34 LA 8,12(6) R8 -> SAVBLK.AREA SVS00350
000038 58A0 B25C 00268 35 L 10,8(6) R10 -> SAVBLK.SIZE SVS00360
00003C 589A 7000 00000 36 S 10,=F'4' WE ARE COUNTING FROM SIZE-4 TO 0 SVS00370
SVS00380
000040 509A B000 00000 38 LOOP L 9,0(10,7) GET WORD SVS00390
000044 58A0 B25C 00268 39 ST 9,0(10,8) RESTORE WORD SVS00400
000048 47B0 B030 0003C 40 S 10,=F'4' DEC COUNT SVS00410
00004C 5866 0000 00000 41 BNM LOOP AGAIN IF MORE SVS00420
SVS00430
000050 5560 B260 0026C 42 * SVS00440
000054 4770 B020 0002C 43 L 6,0(6) R6 -> SAVBLK.NEXT SVS00450
000058 5861 0004 00004 44 CL 6,=X'FF000000' NULL? SVS00460
00005C 58D6 0000 00000 45 BNE AGAIN SVS00470
000060 98EC D00C 0000C 46 * SVS00480
000064 07FE 00000 47 L 6,4(1) R6 -> 2ND ARG -> TOP DSA SVS00490
000068 00000004 00004 48 L 13,0(6) R13 -> TOP DSA SVS00500
000268 00000004 00000 49 LM 14,12,12(13) RETURN THERE SVS00510
00026C F7000000 00000 50 BR 14 SVS00520
SVS00530

```

APPENDIX C: LISTINGS OF MACRO FILES (DATA DECLARATIONS)

MACRO FILES:

BOX  
CONFIG  
DEBUG  
EVENT  
LIST  
LOS  
LOSX  
MSG  
PARAMS  
PFADDR  
PFLEVEL  
PFMSG  
PFS  
PFSVC  
QUEUES  
SAVBLK  
SVR  
SVRX  
VP  
VPX

FILE: BOX PLI A

CONVERSATIONAL MONITOR SYSTEM

PAGE 001

```
DCL BOXPT PTR;  
DCL 1 BOX BASED (BOXPT),  
 2 NEXT PTR,  
 2 ID FIXED BIN,  
 2 LIST PTR;  
                                BOX00010  
                                BOX00020  
                                BOX00030  
                                BOX00040  
                                BOX00050  
                                BOX00060  
                                BOX00070
```

FILE: CONFIG PLI A

CONVERSATIONAL MONITOR SYSTEM

PAGE 001

```
XDECLARE MAXLEVEL FIXED;  
XDECLARE MAXQ FIXED;  
XMAXLEVEL = 7;  
XMAXQ = 6;
```

```
CON00010  
CON00020  
CON00030  
CON00040
```

FILE: DEBUG PLI A

CONVERSATIONAL MONITOR SYSTEM

PAGE 001

```
DCL 1 DEBUG EXTERNAL STATIC;
2 SLEEPS BIT(1) INIT ('0'B),
2 SAHERS BIT(1) INIT ('0'B),
2 SCHEDULERS BIT(1) INIT ('0'B),
2 SHELLS BIT(1) INIT ('0'B),
2 AAHERS BIT(1) INIT ('0'B);
```

DEB00010
DEB00020
DEB00030
DEB00040
DEB00050
DEB00060

FILE: EVENT PLI A

CONVERSATIONAL MONITOR SYSTEM

PAGE 001

70 NEXT PTR,  
70 STIME FIXED BIN (31),  
70 TYPE CHAR (12) VAR,  
70 INDEX FIXED BIN (31),  
70 PTR PTR

/\* NEXT EVENT

\*/ EVE00010  
EVE00020  
EVE00030  
EVE00040  
EVE00050

FILE: LIST PLI A

CONVERSATIONAL MONITOR SYSTEM

PAGE 001

```
DCL LISTPT PTR;  
DCL 1 LIST BASED (LISTPT),  
2 NEXT PTR,  
2 THIS PTR;
```

```
LIS00010  
LIS00020  
LIS00030  
LIS00040  
LIS00050  
LIS00060
```

FILE: LOS PLI A

CONVERSATIONAL MONITOR SYSTEM

PAGE 001

70 LEVEL FIXED BIN,	LOS00010
70 SRQ,	LOS00020
71 SIZE FIXED BIN,	LOS00030
71 MAX FIXED BIN,	LOS00040
70 DBB,	LOS00050
71 SIZE FIXED BIN,	LOS00060
71 MAX FIXED BIN,	LOS00070
70 VPS, XDECLARE MAXVP FIXED; XMAXVP = 20;	LOS00080
71 TABLE (MAXVP), XINCLUDE VP;	LOS00090

FILE: LOSX PLI A

CONVERSATIONAL MONITOR SYSTEM

PAGE 001

```
DCL THISLOS PTR EXTERNAL STATIC; /* -> CURRENT LOS, ST BY SAHER */LOS00010
DCL 1 LOS BASED (THISLOS), %INCLUDE LOS; 1LOS00020
                                         LOS00030
                                         LOS00040
```

FILE: MSG PLI A

CONVERSATIONAL MONITOR SYSTEM

PAGE 001

```
DCL MSGLEN FIXED BIN;  
DCL MSGPT PTR;  
DCL 1 MSG BASED (MSGPT),  
 2 LEN FIXED BIN,  
 2 STR CHAR (MSGLEN REFER (LEN));  
                                MSG00010  
                                MSG00020  
                                MSG00030  
                                MSG00040  
                                MSG00050  
                                MSG00060
```

FILE: PARAMS PLI A

CONVERSATIONAL MONITOR SYSTEM

PAGE 001

```
DCL 1 PARAMS EXTERNAL STATIC.  
2 THRU_RATE FIXED BIN (31,7).  
2 DELAY_GB_GC FIXED BIN (31).  
2 DELAY_GC_GB FIXED BIN (31).  
2 TERMINALS FIXED BIN;  
                                PAR00010  
                                PAR00020  
                                PAR00030  
                                PAR00040  
                                PAR00050  
                                PAR00060
```

FILE: PFADDR PLI A

CONVERSATIONAL MONITOR SYSTEM

PAGE 001

```
DCL PT_ADDR PTR;
DCL 1 PF_ADDR BASED (PT_ADDR),
 2 VPID FIXED BIN,
 2 BOXID FIXED BIN,
 2 PTR PTR;
```

```
PFA00010
PFA00020
PFA00030
PFA00040
PFA00050
PFA00060
PFA00070
```

FILE: PFLEVEL PLI A

CONVERSATIONAL MONITOR SYSTEM

PAGE 001

DCL PT\_LEVEL PTR;  
DCL 1 PF\_LEVEL BASED (PT\_LEVEL),  
2 LEVEL FIXED BIN,  
2 PTR PTR;

PFL00010  
PFL00020  
PFL00030  
PFL00040  
PFL00050  
PFL00060

-041-

FILE: PFMSG PLI A

CONVERSATIONAL MONITOR SYSTEM

PAGE 001

```
DCL PT_MSG PTR;  
DCL 1 PF_MSG BASED (PT_MSG),  
2 LEN FIXED BIN,  
2 TYPE CHAR (12) VAR,  
2 PTR PTR;
```

```
PFM00010  
PFM00020  
PFM00030  
PFM00040  
PFM00050  
PFM00060  
PFM00070
```

PAGE 001

FILE: PFS PLI A

CONVERSATIONAL MONITOR SYSTEM

DCL PT\_S PTR;  
DCL 1 PF\_S BASED (PT\_S),  
2 LEN FIXED BIN,  
2 PTR PTR;

PFS00010  
PFS00020  
PFS00030  
PFS00040  
PFS00050  
PFS00060

FILE: PFSVC PLI A

CONVERSATIONAL MONITOR SYSTEM

PAGE 001

DCL PT\_SVC PTR;  
DCL 1 PF\_SVC BASED (PT\_SVC),  
2 SVC CHAR (7) VAR,  
2 PTR PTR;

PFS00010  
PFS00020  
PFS00030  
PFS00040  
PFS00050  
PFS00060

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CONVERSATIONAL MONITOR SYSTEM

FILE: QUEUES PLI A

DCL SQUEUE (0:MAXQ) PTR EXTERNAL STATIC;  
DCL EQUEUE (0:MAXQ) PTR EXTERNAL STATIC;

QS 00010  
QS 00020  
QS 00030

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FILE: SAVBLK PLT A

CONVERSATIONAL MONITOR SYSTEM

PAGE 001

```
XDECLARE MAXSAVBYTE FIXED;
XDECLARE MAXSAWORD FIXED;
XMAXSAVBYTE = 1000;
XMAXSAWORD = 250;
DCL NEWSAVBLK PTR;
DCL 1 SAVBLK BASED (NEWSAVBLK),
  2 NEXT PIR,          /* NEXT SAVED ITEM
  2 ADDR FIXED BIN (31),    /* BEG ADDR OF SAVED ITEM
  2 SIZE FIXED BIN (31),    /* SIZE OF SAVED ITEM
  2 AREA (MAXSAWORD) FIXED BIN (31);
XDEACTIVATE MAXSAWORD;
```

SAV00010
SAV00020
SAV00030
SAV00040
SAV00050
SAV00060
SAV00070
SAV00080
SAV00090
\*/SAV00100
\*/SAV00110
\*/SAV00120
SAV00130
SAV00140
SAV00150
SAV00160

1145-

FILE: SVR PLI A

CONVERSATIONAL MONITOR SYSTEM

PAGE 001

70 NEXT PTR,  
70 STIME FIXED BIN (31), /\* ACCUMULATED STIME SVR00010  
70 STIMEQ FIXED BIN (31), /\* SVR00020  
70 RTIME FIXED BIN (31), /\* SVR00030  
70 RRATE FIXED BIN (15,7), /\* SVR00040  
70 ID FIXED BIN /\* SVR00050  
SVR00060

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FILE: SVRK PLI A

CONVERSATIONAL MONITOR SYSTEM

PAGE 001

DCL THISVR PTR EXTERNAL STATIC: /\* -> CURRENT SVR, SET BY SAHER \*/  
DCL 1 SVR BASED (THISVR), XINCLUDE SVR; SVR00010  
SVR00020  
SVR00030  
SVR00040

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## CONVERSATIONAL MONITOR SYSTEM

PAGE 001

FILE: VP PLI A

80 BD5A FIXED BIN (31),	/* ADDR (BOTTOM DSA)	*/VP 00010
80 TD5A FIXED BIN (31),	/* ADDR (TOP DSA)	*/VP 00020
80 SAVESIZE FIXED BIN (31),	/* SIZE OF AREA TO BE SAVED	*/VP 00030
80 SAFE PTR,	/* -> 1ST SAVBLK	*/VP 00040
80 PROCNAME CHAR (7) VAR,	/* NAME OF TOP LEVEL PROC	*/VP 00050
80 STATUS CHAR (12) VAR,		VP 00060
80 MAIL PTR,	/* CHAIN OF INCOMING MAIL	*/VP 00070
80 WAIT,		VP 00080
81 BOX FIXED BIN,	/* BOX AWAITING MAIL	*/VP 00090
81 MSG PTR,	/* MSG IN WAIT.BOX	*/VP 00100
80 VPID FIXED BIN,	/* INDEX IN THE VPST	*/VP 00110
80 LEVEL FIXED BIN,	/* LEVEL	*/VP 00120
80 VTIME FIXED BIN (31)		VP 00130

FILE: VPX PLI A

CONVERSATIONAL MONITOR SYSTEM

PAGE 001

DCL THISVP PTR EXTERNAL STATIC; /\* -> CURRENT VP, SET BY VPER \*/  
DCL 1 VP BASED (THISVP), XINCLUDE VP; :  
VPX00010  
VPX00020  
VPX00030  
VPX00040

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APPENDIX: LISTINGS OF MACRO FILES (ENTRY DECLARATIONS)

MACRO FILES:

CONS  
EXECUTE  
GET4  
QEVENT  
RTIMER  
RTSTK  
STIMER  
SVCER  
SVSTK  
USERS  
VPSTART

FILE: CONS PLI A

CONVERSATIONAL MONITOR SYSTEM

PAGE 001

DCL CONS ENTRY (PTR, PTR) RETURNS (PTR);

CON00010

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CONVERSATIONAL MONITOR SYSTEM

FILE: EXECUTE PLI A  
DCL EXECUTE ENTRY (CHAR(0) VAR);

EXE000010

FILE: GET4 PL1 A

CONVERSATIONAL MONITOR SYSTEM

PAGE 001

```
DCL DSA FIXED BIN (31,0),  
NAB FIXED BIN (31,0),  
SEG FIXED BIN (31,0),  
EOS FIXED BIN (31,0);  
  
DCL GET4 ENTRY (FIXED BIN (31), FIXED BIN (31),  
                FIXED BIN (31), FIXED BIN (31))  
OPTIONS (ASSEMBLER, INTER);  
  
GET00010  
GET00020  
GET00030  
GET00040  
GET00050  
GET00060  
GET00070  
GET00080  
GET00090
```

FILE: QEVENT PLI A

CONVERSATIONAL MONITOR SYSTEM

PAGE 001

DCL QEVENT ENTRY (FIXED BIN, FIXED BIN (31), CHAR(+) VAR,  
FIXED BIN (31), PTR);

QEVO0010  
QEVO0020

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PAGE 001

CONVERSATIONAL MONITOR SYSTEM

FILE: RTIMER PLI A

RTI00010

DCL RTIMER ENTRY RETURNS (FIXED BIN (31));

FILE: RTSTK PLI A

CONVERSATIONAL MONITOR SYSTEM

PAGE 001

```
DCL RTSTK ENTRY (PTR, FIXED BIN (31))
  OPTIONS (ASSEMBLER, INTER);
  /* ARG1: PTR -> SAVBLK
   ARG2: ADDR OF RETURN DSA (TOP DSA)
  */
```

```
RTS00010
RTS00020
RTS00030
RTS00040
RTS00050
RTS00060
RTS00070
```

FILE: STIMER PLI A

CONVERSATIONAL MONITOR SYSTEM

PAGE 001

DCL STIMER ENTRY RETURNS (FIXED BIN (31));

STI00010

FILE: SVCR PLI A

CONVERSATIONAL MONITOR SYSTEM

PAGE 001

DCL SVCR ENTRY (FIXED BIN, PTR);

SVC00010

FILE: SVSTK PLI A

CONVERSATIONAL MONITOR SYSTEM

PAGE 001

```
DCL SVSTK ENTRY (PTR, FIXED BIN (31))
  OPTIONS (ASSEMBLER, INTER);
  /* ARG1: PTR -> SAVBLK
   ARG2: ADDR OF RETURN DSA (BOTTOM DSA)
  */
```

```
SVS00010
SVS00020
SVS00030
SVS00040
SVS00050
SVS00060
SVS00070
```

FILE: USERS PLI A

CONVERSATIONAL MONITOR SYSTEM

PAGE 001

XINCLUDE STIMER;	USE00010
DCL SEND ENTRY (FIXED BIN, FIXED BIN, FIXED BIN, CHAR(*) VAR, FIXED BIN, PTR);	USE00020
DCL WAIT ENTRY (FIXED BIN);	USE00030
DCL SYNC ENTRY;	USE00040
DCL FINISH ENTRY;	USE00050
	USE00060
	USE00070

FILE: VPSTART PLI A

CONVERSATIONAL MONITOR SYSTEM

PAGE 001

DCL VPSTART ENTRY /\* VP \*/, CHAR(+) VAR, PTR);

VPS00010

END  
DATE  
FILMED

8 82

DTIG